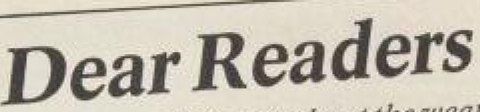

August 1984
75p
Personal Computer
GAMES
The magazine that names the top micro games
VALHALLA COMPETITION
Win a copy of Game of the Year
EXCLUSIVE
SPECTRUM
SABRE WULF – We map out this incredible new game
Spectrum saga – An epic Game of the Month
with colour poster
CBM 64
ENCOUNTER – a spectacular 3D shoot-out, plus seven
pages of sizzling reviews
Top programmer Tony Crowther lists his latest hit
BBC
FRAK – a stunning stone-age game with space-age
graphics
WAR GAMES- programs that let you conquer the world.

TITLE SCREEN

PERSONAL COMPUTER GAMES
AUGUST 1984


DOWN, DOWN AND DOWN AGAIN
The deeper you dive, the deeper the danger. Through cavern after cavern to find the pearls and the treasure. (It's different every game!) Sharks, octopuses and jellyfish are everywhere; and look out for your oxygen level! Staggering graphics, fantastic colour – a true arcade adventure.
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Dear Readers

What a month! Forget about the weather, the last four weeks have produced some of the hottest software ever seen. Just take a look at Lords of Midnight, Sabre Wulf, and Encounter – all featured in this issue. Only a short while ago games like these wouldn't have been thought possible on a home micro.

One thing's for certain, you're going to have to hang onto your seats, because as competition for the Christmas market hots up, the games are going to get better and better. Who knows what the rest of the year will bring?

Meanwhile life in the PCG offices continues at the usual hectic pace. Steve Cooke was once again voted Wally of the Month for going into raptures over the speech on a Spectrum game. He sat there entranced, muttering 'I don't believe it, I don't believe it', for ten minutes – until he realised that the sound was coming from a nearby cassette recorder.

Still, we can't be too hard on him. August has really exhausted us – steaming weather, sizzling games, and a red-hot issue. Stick with us, folks, because if this month was special, just you wait till September!

Yours in the hot seat, **Chris Anderson & the PCG team**









Chris Rod Ian Steve Pete Sam

Oh no! More riddles!

What did one *Chuckie Egg* player say to another when he got bored with his game?
Chuckie Egg over here I want to play Scramble.
Brendan Parker, Kidlington, Oxford.

What is the difference between Micro Mouse and Pac-Man?
One fights the bugs and the other bites the thugs.
James Parker, Lichfield, Staffordshire.

What did Esmeralda say to Quasimodo?
Your face rings a bell.
Marek Chmiel, Shalimar Gardens, London.

Why did Bruce Lee get in such a rage with his new computer game?
It wouldn't Enter The Dragon.
S. Tulley, Norwich, Norfolk.

What did Miner Willy say when the man-eating telephone asked him what it was that made him jump?
It's the power behind the button.
Paul Berry, Andover, Hants.

What did the Adventurer say when asked why he liked adventure games?
Val Hall A can say is they're definitely Hobbit forming.
Wayne Smith, Bromborough, Wirral.

Form finding

'How can I enter a competition when there are no forms?', we can hear you all screaming. Well stop screaming and turn straight to the back page, because that's where all this month's forms are to be found. The *Valhalla* Competition, Final Conflict and Challenge Chamber entry forms have been put there so you don't end up with a magazine like a piece of Swiss cheese and miss re-reading your favourite reviews.



Here he is! The man who triumphed in the struggle for the much-coveted position of Trainee Staff Writer and now takes his place in the PCG Hall of Fame. Bob's a games fanatic and particularly enjoys shooting down the odd Galaxian. His other interests include American football, photography, and programming. Welcome to the team, Bob, and if there are any Galaxians out there – watch out!

Don't Forget!

We're always looking for cartoons, program ideas, newspaper cuttings – anything funny or intriguing to do with computer games. A free program – worth up to £15.00 – for those we publish.

Shall I tell you the joke about the *Invasion of the Body Snatchers?*
No better not, you might get carried away.
Simon McConnell, Regis Dunstable, Bedfordshire.

What do the people at Taskset have for afternoon tea?
Scones with Jammin.
Alistair Mackintosh, Lymington, Hampshire.

How does Mario cook his Chilli-Kong-Carne?
Under the Griller.
T. Adams, Maidstone, Kent.

▲ The new Commodore 16

The new Commodore plus/4 ▼



Thumbs down for new Commodore

Commodore's new home computers, the 16 and the Plus/4, have received the thumbs-down from games-software manufacturers.

'I'm not very enthusiastic at all,' said Llamasoft's Jeff Minter. 'They've left off the two best features of the 64 – the sprites and the sound.'

Taskset's Andy Walker was even less enthusiastic calling the new machines 'a quantum leap backwards.' Like Minter he feels that Commodore have thrown away the best features of the 64 and that the machines have little games potential.

However Commodore's Gail Wellington stoutly defended the machines' capabilities. She said there were 121 colours available on the new machines and that, with the possibility of shading, it would give 'absolutely tremendous effects'. She emphasised that the Plus/4, in particular, is not just a games machine.

The Commodore 16 is a 16K machine which will come in a complete starter pack and retail at £129.99. It looks likely to replace the Vic 20 in the Commodore range.

The Plus/4 has 64K Ram and will cost £249.00. It comes with four integrated software packages and Commodore are hoping it will bridge the gap between the games machine and the business computer.

Both machines have the new advanced Basic and a choice of 121 colours. But, unlike the Commodore 64, there are no sprites and the sound facilities do not seem very impressive.

Commodore hope to have the 16K model in the shops by mid-September. The Plus/4 should follow a month later.

New Software Firm

K-Tel are to sell their own-developed software under a new brand name. Mike Dixon of K-Tel said that the move was intended to 'let everyone know that our software operation is an autonomous entity. The new name has yet to be announced. The company hopes to release several games for the Commodore 64 and the Spectrum at the end of August. Mike Dixon described them as 'an improvement on what we've done'. He added that the company was also 'looking very closely at the Amstrad and MSX'.

Enterprise takes off

The Enterprise – formerly known as the Elan – is due to be launched in September at the Personal Computer World Show in London, but its prospects as a games machine remain uncertain.

The 64K machine, originally planned for release in April, will cost £229.00. It has a number of advanced features including stereo sound and excellent colour graphics facilities.

Keith Elliott of Intelligent Software, which has close links with Enterprise Computers, insisted that 'there will be a range of software to hand and they will all be quality programs.' He added that a program already exists to convert Spectrum Basic to Enterprise Basic and that there is 'the core of a program to convert MSX Basic.'

However few independent software houses seem to be interested at the moment. Although many are producing programs for the Amstrad and MSX machines, PCG was unable to find any companies able to give a firm commitment to Enterprise software.

Miners strike ....

Mogul's latest release for the Commodore 64 is *Murphy*, in which the player must scour mineshafts for moneybags while pursued by a group of robbers. Further dangers include runaway carts which can only be avoided by jumping up and hanging on to the cross-beams. The game has seven levels, three screens and changes hands at £7.95.



Stuntman helps with bike game

Famous stuntman Eddie Kidd has been putting his world record-breaking expertise on a bike into assisting Martech with their new game Jump Challenge. *The game involves jumping obstacles using bikes ranging from BMX's at the start to powerful motorcycles – if you are good enough.*

According to Martech director David Martin, Eddie's experience has given a realistic feel to the game. Currently on tour in Sweden, Eddie will be at the official launch of the game at the Personal Computer World Show in August. There will be a monthly competition with prizes of BMX bikes and computer hardware.

The program should be available by mid-August at a price of £6.96.





NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW RELEASES

ARCADE GIANTS MOVE

Video Games giant Parker Video are entering the home computer softwaremarket with releases for the Commodore 64, Spectrum, and Atari 800 micros.

Releases will cover major arcade conversions, including *Star Wars, Gyruss, Frogger-Three-Deep, Mr Do's Castle* and *Montezuma's Revenge.*

Spectrum and Atari games will be released on cartridge at £19.95 and £29.95 respectively, while Commodore 64 titles will change hands for £24.95 on disk and cartridge.

Activision are also moving over to the home computer market with conversions of their more popular dedicated video games. Machines catered for include the Commodore 64 and Atari micros. First release is *Hero*, at £9.99 on cassette.

CENTRE COURT SOFTWARE

Merlin Software is shortly to release *Wimbledon '64* on the Commodore 64, pre-release versions of which look very exciting. Also in the pipeline is a clone of the Williams arcade game. *Sinistar* for the 64. Titles will cost £6.95 on cassette and £8.95 on disk.

MARTECH LATEST FOR SPECTRUM

Martech, producers of the successful *Quest of Merravid* for the Commodore machine, have brought out *Odyssey of Hope*, a graphic adventure for the 48K Spectrum based on Greek mythology and selling for £5.95. They've also launched *Gisburne's Castle* for the BBC/Electron – a graphic arcade/adventure with 200 locations for £7.95 featuring Robin Hood and Maid Marian.

YOU SHOT J.R.

Do you want to shoot J.R.? Well, now's your chance, because U.S. Gold have brought over *The Dallas Quest,* an adventure game in which you try to defeat J.R. and win £2 million.

The game has high-resolution graphics bringing you full-colour pictures of such heart-throbs as Sue-Ellen and, of course, the man you love to hate.

Dallas Quest is available for both Atari and Commodore 64 on disk only and sells at £14.95.

WILLY ON 64

Jet-Set Willy, Software Project's best selling game, is soon to be available on the Commodore 64. Release date is uncertain but the price will be £7.95.

NO TRASH, THIS

New Generation's popular Spectrum game *Trashman* is to appear on the 64, marketed by Quicksilva at £7.95 on cassette.

Quicksilva are also launching a number of other conversions, including *Mined Out* and *Velnor's Lair* for the Oric/Atmos at £6.95 and *Traffic, Escape,* and *3D Tunnel* for the 64, priced £7.95.

NEW TAPES FOR OLD

Oric owners who upgrade to the Atmos can now exchange their Oric-1 Arcadia Software tapes for Atmos versions of the games, at a bargain rate.

The tapes retail at £6.95, but can be obtained in exchange for the old ones at only £1.50 each. *Pasta Blasta, Mushroom Mania* and *Arcadia Invaders* can be replaced by sending them to Arcadia Software, FREEPOST, Swansea, SA3 4ZZ. (Remember to enclose your address and a cheque or postal order).

MOVING INTO GEAR

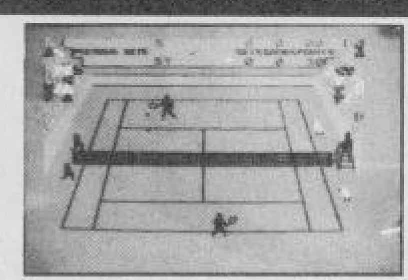
Oxford Computer Systems are putting the finishing touches to a car race game that looks set to challenge *Pole Position* for first place on the track. Excellent graphics, realistic sound, and good gameplay are all there for a price of around £7.00.

SPACE FLIGHT

Interdictor Pilot is a 'space-simulation' program that comes with a 50-page instruction booklet. Supersoft are bringing it down to earth for £17.95.

SPECTRUM TENNIS

Psion has announced the launch of its *Match Point* tennis game for the 48K Spectrum. It was launched the week before Wimbledon and in conjunction with the recent pro-am tennis event at the Royal Albert Hall. The game looks like a winner – we shall be reviewing it in next month's issue.



Match Point closely follows the rules of lawn tennis. You can serve, volley, retrieve or simply hang back on the baseline with three levels of play. *Match Point* can be played with either keyboard (user-definable) or joystick, and costs £7.95.

New machines mobbed

The first Amstrads to hit the shops were snapped up when they went on sale in London's Edgware Road. Supplies of software were also rapidly exhausted as purchasers stocked up on games.

Amstrad say there are 'masses of software available' for the machine. Many software houses, including Romik, Durell and Terminal, are either writing original games or converting existing ones.

TAKOUSHI



It was around 3.30am on a Friday night (or should I say Saturday morning?) when I sat down to have a blitz on the latest games sent in for review. The first game I picked up was called *P**man.* In desperation I dropped to my knees, hands clasped firmly in front of me, 'Please God, not ANOTHER version of *Pac-Man...*' I moaned. Suddenly a voice boomed around the room: 'YES TONY, UNFORTUNATELY IT IS, YOU KNOW, SOMETIMES I WISH...

He left the sentence hanging, not a good sign, knowing I would finish it: '... they would write original games, do you think they'll learn before it's too late?'

'IT'S A NICE THOUGHT BUT I CAN'T SEE IT HAPPENING'. And the voice left it at that and went off to brood (draw your own conclusions...)

Having churned my way through literally dozens of Pacmans/Invaders/Galaxians/Kongs and (UGH) Centipedes it really depresses me to see such a waste of programming talent.

One of the major problems in the early days of the micro games industry was the acute lack of competent machine code programmers. Fortunately(?) today this is no longer a problem, but these new competent coders are churning out boring, repetitive code totally lacking in creativity and design.

An interesting point to note is that with so few new arcade games there is actually a shortage of 'industry standards' to clone. The logical progression from this is that software houses will be forced to write original games, although I have a horrible feeling that they will simply start to clone for new micros like the MSX/Amstrad micros and again waste time and programming resources.

What is wrong with these people? We cannot go on reinventing the wheel. Games must progress or the industry will die.

Originality can pay a very high premium. OPEN YOUR EYES, both software houses and individual programmers, before it's too late.



Hercules in launch

Pop entrepreneur Carol Wilson, who signed up Sting, the Human League, and Orchestral Manoeuvres in the Dark, now hopes to do the same with computer games.

Ms Wilson has set up a new games company, Interdisc, with finance provided by Island Records. They plan to release a small number of programs 'aimed at the connoisseur games-player'.

Their first game is *Hercules* for the Commodore 64, described as 'better than *Manic Miner*' and featuring 50 different screens. Each one is based on stories from Greek mythology. *Hercules* retails for £6.95.

Action on the race tracks

Down in the arcades the Formula 1 stakes are hotting up. Atari's *Pole Position* now faces high-speed competition from Tazmi's TX1, an exciting three-screen, multi-stage motor-racing simulation. As in *Pole Position* the player sits in a cockpit, but he is faced by a central screen flanked by two others placed at angles. The wrap-around view obtained greatly enhances the 3D effect.

The race starts on a plain with mountains on the horizon, progresses through a tunnel with suitable sound-effects, takes a fork onto a race-track and then changes to a night scene in Paris, complete with Eiffel Tower, as a backdrop. If you've kept up an average of something like 300km per hour, then you might beat the clock and go on to the final stage – one of eight different race-tracks. Needless to say, both graphics and sound are superb and the game gives a thrilling taste of racing action.

There's competition, too, for *Track and Field*, the atheletics game with a variety of events. Taito's Field Carnival works on the same principle – you flap away at buttons to make competitors run, jump or throw.

The twist is that all the athletes are girls, who compete in a bizarre range of events. They seem to be divided into teams according to the colour of their hair – Blondes v. Brunettes. Events include the Tug of War, the 100m relay, three-legged race, softball throw and – strangest of all – bell-ringing, which is a fairground test-your-strength device.

The graphics are excellent but some may find the loud and much-repeated music a bit wearing as they struggle to succeed in this strange game.,

Whispering Horace

Nasty party

Horace has received a gruesome invitation. Palace Software have asked him to come to the London Dungeon for the launch of their new game *The Evil Dead*, based on the 'nasty' film of the same title.

Palace Software have close links with Virgin. And who scored the first ever Video Nasty in PCG? Why, none other than Virgin Games. Is this going to be a chip off the proverbial block?

Palace Software claim that the film has been considerably cleaned up for its reincarnation as a game. Let's hope so.

Because otherwise Horace will be using the facilities of the London Dungeon to chastise them. Thumbscrews, rack and whip await these people if they have gone too far. Watch this space.

Takeover denied

Eavesdropped the other day on a conversation one of those journalist chappies was having with young Terry Grant of Rabbit.

'Is it true,' the hack said, 'that you're being bought out by Virgin?' A long pause ensued. Then Terry piped 'Heather! Is it true we're being bought out by Virgin?' Raucous laughter. 'It's a load of ******,' he said. So there

Ode to Caesar

There I was, sitting quietly in my sumptuous office sipping a rather fine claret, when in strolled an extraordinarily large pussy cat.

After my initial surprise I quickly recovered my aplomb and noticed the animal was carrying around its furry neck, St. Bernard-style, a cassette – none other than the BBC version of Mirrorsoft's *Caesar The Cat*. Well, it's a jolly good game. Which is more than can be said for the rhyme that accompanied it. See if you can stomach this:

Hi! I'm the star of Caesar The Cat
The arcade game with no zap and splat.
I seize mice in my own larder;
Catching one makes the next one harder.

And so it goes on for four more horrible verses.

Horace has this to say: any more so-called poetry of this horrific nature and he will call in the R.S.P.C.A. Cats must not be subjected to this.

Health warning

Startling new evidence on the health risk of computer games has reached my ears.

Picture the scene at 12 noon on Wednesday 13th June ... The Editor of this publication, in the pink of health, sits down to begin his Spectrum assault. Just six hours of swordplay later and he is wheeled off to hospital writhing in agony.

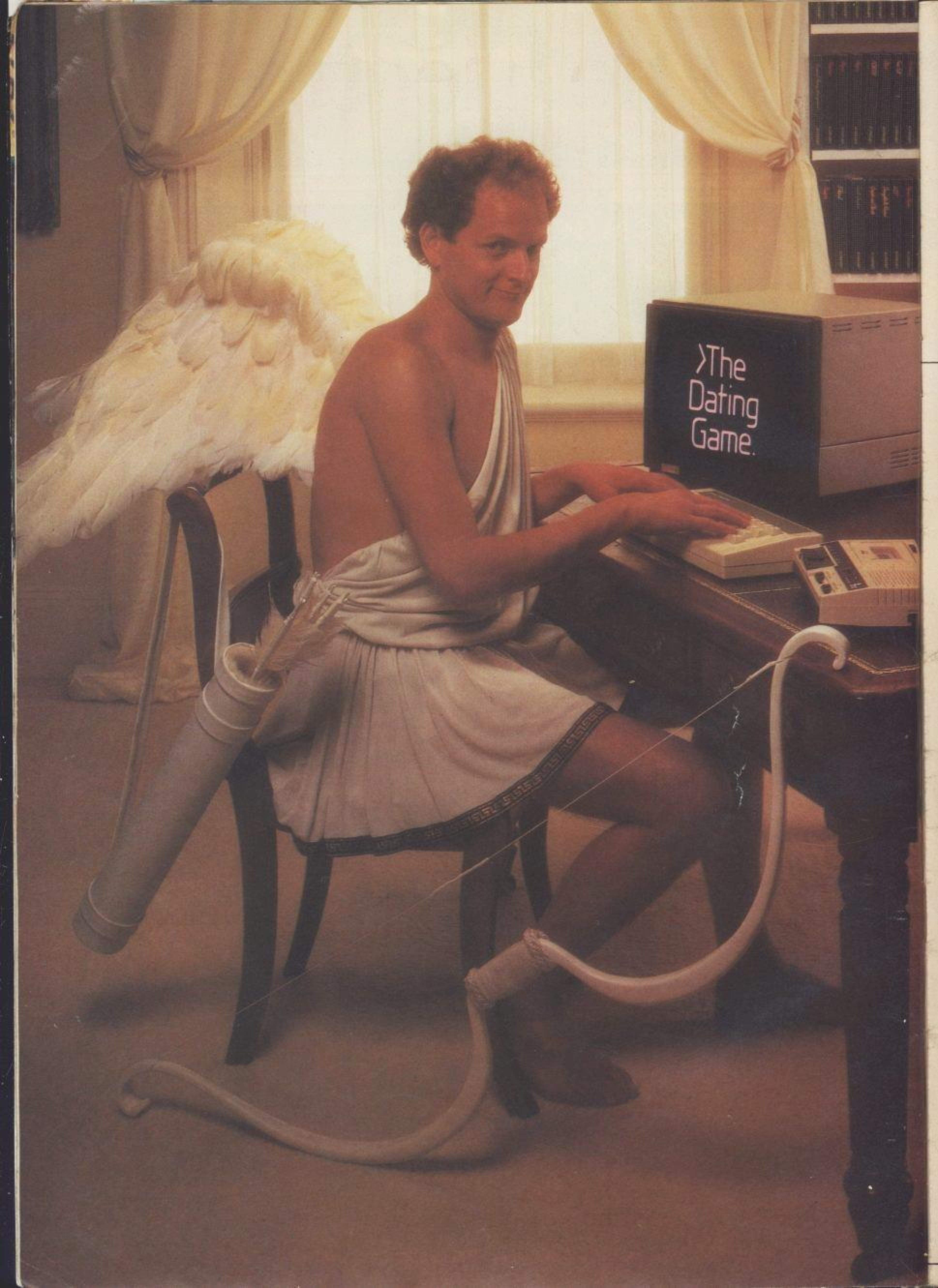
The official word is appendicitis, but Horace knows better. Let this be a severe warning to you all.

Enter the Emulator

Joe the Lion Software are confident that their QL-Spectrum Emulator will be in the shops by September. The company claim that the Emulator will enable the QL to run just about any Spectrum program – in basic or machine code. Laurence Holt spokesman for Joe the Lion said that 'it will effectively be a Spectrum that you're using.' He expects it to sell for around £25-30.

Joe The Lion are also working on other QL software, but the public may have to wait some time to see it. 'The games take such a long time to write,' said Holt, 'given the sophistication of the machine.' For the same reason they are also likely to cost rather more than Spectrum software.

Games-players will also be pleased to know that Joe The Lion are producing a QL joystick interface which will allow the use of any Atari-style joystick. It will cost £5.95 and is expected to be in the shops soon.



>The
Dating
Game.

New from



Watch out for

HI BOUNCER!

leaping your way – a test of speed and tactics with four screens each with eight stages. Keep Mr. Bounce working hard and score points . . . if you can! HI BOUNCER! tests reflexes and game tactics to the limit. It's so tough that a separate 7-level practice program for kid brother (or dad!) is included.

On cassette for the BBC B (versions for the CBM 64 and Spectrum coming soon). £6.95

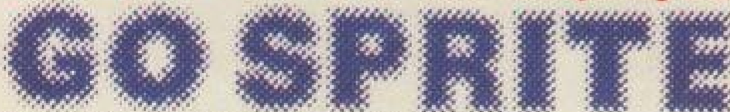


Go hunting with CÆSAR THE CAT

Help Caesar clear the larder of mice. Hunting along crowded shelves you guide Caesar as he chases persistent mice which are devouring plates of food. Widely praised when launched on the CBM 64, acclaimed on the Spectrum, Caesar is now here for BBC B owners.

On cassette for BBC B and Spectrum £6.95 and CBM 64 £8.95.

Discover the excitement of creative computing with



a versatile, easy-to-use sprite editor for the Commodore 64 which also demonstrates animation sequences on-screen.

With a choice of joystick, lightpen or user-definable keyboard control Go-Sprite has an icon-driven command system for ease and speed of use.

Go-Sprite can handle up to 32 HiRes or Multicolour sprites and produce overlays up to seven layers.

Sprite data files can be made on disk or tape and two accompanying programs enable you to produce data and arrays for use in your own programs.

For the Commodore 64, on cassette £9.95; or disk £11.95.

Cuddle your own CÆSAR



We have had so many requests for a soft-toy version of Caesar, the lovable black and white cat featured in our much praised program Caesar the Cat, that we have had some made. He is cute and cuddly, with a body length of approx. 12 inches. He is yours (mail order only) for £8.50 (inc. p&p), while stocks last.

All prices are inclusive of VAT. Mirrorsoft programs are available from larger branches of Boots, John Menzies and W.H. Smith and from other leading software stockists.

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Caesar the Cat (CC01)	£8.95				
Caesar the Cat (CC01)	£6.95				
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I understand that my remittance will be held on my behalf in the bank account named above until the goods are despatched.

Caesar the Cat – soft-toy	£8.50	

Or please debit my ACCESS/BARCLAY CARD for the sum of £ .... PCG

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P·C·G T·O·P 5·0

	•GAME TITLE	•PUBLISHER	
1 (–)	BEACH-HEAD	ACCESS/US GOLD	CBM 64
2 (–)	MUGSY	MELBOURNE HOUSE	SPECTRUM
3 (–)	SABRE WULF	ULTIMATE	SPECTRUM
4 (13)	PSYTRON	BEYOND	SPECTRUM
5 (4)	CODE NAME MAT	MICROMEGA	SPECTRUM
6 (1)	JET SET WILLY	SOFTWARE PROJECTS	SPECTRUM
7 (2)	TRASHMAN	NEW GENERATION	SPECTRUM
8 (6)	FIGHTER PILOT	DIGITAL INTEGRATION	SPECTRUM
9 (27)	SOLO FLIGHT	MICROPROSE	ATARI, CBM 64
10 (22)	BLADE ALLEY	PSS	SPECTRUM
11 (7)	ATIC ATAC	ULTIMATE	SPECTRUM
12 (3)	SPACE PILOT	ANIROG	CBM 64
13 (46)	INTERNATIONAL FOOTBALL	COMMODORE	CBM 64
14 (18)	FORBIDDEN FOREST	COSMI	SPECTRUM
15 (43)	JACK & THE BEANSTALK	THOR	ATARI, CBM 64
16 (10)	HUNCHBACK	OCEAN	SPECTRUM, CBM 64
17 (21)	CHEQUERED FLAG	PSION	SPECTRUM
18 (11)	NIGHT GUNNER	DIGITAL INTEGRATION	SPECTRUM, CBM 64
19 (–)	SHEEP IN SPACE	LLAMASOFT	CBM 64
20 (8)	BLUE THUNDER	WILCOX	SPECTRUM, ATARI
21 (–)	AVIATOR	ACORNSOFT	ACORN
22 (5)	FLIGHT PATH 737	ANIROG	CBM 64
23 (20)	BLAGGER	ALLIGATA	BBC, CBM 64
24 (41)	AD ASTRA	GARGOYLE GAMES	SPECTRUM
25 (9)	MANIC MINER	SOFTWARE PROJECTS	SPECTRUM, CBM 64
26 (–)	3D LUNAR ATTACK	HEWSON	SPECTRUM
27 (14)	REVENGE/MUTANT CAMELS	LLAMASOFT	CBM 64
28 (37)	FOOTBALL MANAGER	ADDICTIVE GAMES	SPECTRUM
29 (30)	ZODIAC	ANIROG	CBM 64
30 (16)	3D ANT ATTACK	QUICKSILVA	SPECTRUM
31 (–)	BLACK HAWK	CREATIVE SPARKS	CBM 64, ATARI
32 (34)	ZAXXON	STARZONE	SPECTRUM
33 (25)	THE BOSS	PEAKSOFT	SPECTRUM
34 (26)	WHEELIE	MICROSPHERE	CBM 64
35 (–)	CITY ATTACK	K-TEL	ATARI, CBM 64
36 (29)	AZTEC CHALLENGE	COSMI	SPECTRUM
37 (–)	MOON ALERT	OCEAN	SPECTRUM, ORIC, CBM 64
38 (12)	SCUBA DIVE	MARTECH/DURELL	SPECTRUM
39 (19)	MILLIONAIRE	INCENTIVE	BBC
40 (36)	FORTRESS	AMCOM	SPECTRUM, CBM 64, ACORN, DRAG
41 (–)	CHUCKIE EGG	A&F	SPECTRUM
42 (31)	TWIN KINGDOM	BUGBYTE	SPECTRUM, CBM 64, BBC
43 (24)	FRED	QUICKSILVA	SPECTRUM
44 (–)	GYROPOD	TASKSET	CBM 64
45 (40)	PYRAMID	FANTASY	SPECTRUM, CBM 64
46 (17)	POGO	OCEAN	SPECTRUM
47 (–)	OVERDRIVE	SUPERIOR	ACORN
48 (–)	WORLD CUP	ARTIC	SPECTRUM
49 (–)	BMX RACERS	MASTERTRONIC	CBM 64
50 (–)	LORDS OF MIDNIGHT	BEYOND	CBM 64

Last month's position in brackets. The length of the bars indicates relative sales as monitored in over 250 independent shops.

RISING FAST RISING FAST RISING FAST

- HULK, ADVENTURE INTERNATIONAL
- ANTICS, BUGBYTE
- VALHALLA, LEGEND
- BOZO'S NIGHT OUT, TASKSET
- NEPTUNES DAUGHTER, ENGLISH
- CAVELON, OCEAN
- ALICE IN VIDEOLAND, AUDIOGENIC
- ENCOUNTER, NOVAGEN
- FLYING FEATHERS, BUBBLEBUS
- TRIBBLE TROUBLE, SOFTWARE PROJECTS

BEACH-HEAD ROCKETS TO TOP

Once again, PCG scores the bull's eye. Last month, we featured as hit games ***Mugsy, Beach-Head*** and ***Psytron.*** *Beach-Head* scored ten for sound, while *Mugsy* took the top score for graphics and *Psytron* for lasting interest. Well, this month all three have rocketed right up the charts to the top positions, along with Ultimate's *Sabre Wulf* (reviewed this issue with Spectrum games).

Melbourne House's *Mugsy* is good value for £6.95, while the others are retailing for £9.95.

Centresoft are over the moon about the success of *Beach-Head*, but not too modest: 'We knew it would reach the top, it's going to be one of the classics of the Commodore 64', said Anne Brown, while her husband Geoff promised many more amazing programs from the US.

Jet Set Willy has been ousted as the supremo, but is still hanging in there at number six and will no doubt be around for a while to come.

Meanwhile, watch for *Lords of Midnight.* Now just scraping into the charts at number 50, it's bound (we believe) to go on to big things – next issue will show whether we're right.

Gameplay page wanted

A suggestion to improve your excellent magazine (you did ask for them!) Can we have a page where readers give tips on popular games, exposing high-score tricks and strategies for multi-level games. I'm sure this would prove very popular.

Carl Lyons, Huddersfield.

That's just what we think, too, Carl. And that's why next month's PCG will see the start of our new gameplay section featuring diagrams, photos and tips from the experts – yourselves. So get writing, you mega-scoring gamesters and let others share the secret of your success. Meanwhile, to whet your appetite, here's a selection of tips and scores from the PCG mailbag. Keep the letters coming in, folks!

PCG TIPS ● PCG TIPS ● PCG TIPS ● PCG TIPS ●

Jet Set Willy tips

The order in which I play *Jet Set Willy* is:

1. Go to the Mega Tree.
2. Go up this and enter all sheets which are up here.
3. Do every sheet on the ground.
4. Do the sheets which are on the West.
5. Go up the stairs to the Nomen Luni and go right and do all these sheets up to the Top of the House.
6. Go to Rescue Esmeralda and jump up. You end up at the Ballroom East.
7. Do Orangery Conservatory.
8. Go up East Wall Base to Doctor Jones then go to the Attic.
9. Go to the Conservatory and go to the Wine Cellar.
10. Go through the Secret Passage Way to the Forgotten Abbey. Then go through, be careful of the Entrance to Hades.
11. Do all the Underground sheets. Go to the Drive and go back to the Master Bedroom.

Simon Watts, South Woodham, Chelmsford.

How to score high in the forest

I have just scored 324,287 pts on *Forbidden Forest* for the Commodore 64. Unfortunately, when this score was attained, there was no one with me as it was after 10.00 pm when I started.

I have found that it's possible to gain relatively high scores by following a few simple guidelines.

1. When being attacked by the spiders, run after them and wait until you are close until you fire.
2. For the bees, wait until they are at their closest before firing.
3. For the frogs, just fire either left or right and run a short distance before re-loading.
4. With the Dragon, duck.
5. With phantom, keep shooting the skeletons until the phantom is directly overhead.
6. For the snake, after loading shoot upwards as this generally gets it. If you miss, however, do not reload until the snake releases its venom.
7. For the Demogorgon, keep firing at different angles and hope.

These are all the way in which I play this game, but my major tip is to ensure that the 'arrows peak trajectory markers' (as it says in the leaflet) are at the top of the screen.

I hope these tips may be of some assistance to your readers, but they work for me.

J. D. Lister, Stalybridge, Cheshire.

Loading time

I have a Commodore 64 and have just purchased Alligata's new game *Son of Blagger.* I think this game is excellent, but I have one query. On the back of the case it says that the loading time is 14 minutes. But it only takes three or four minutes. Is this a printing mistake, a Turbo fast-loading game or is it a dud tape?

Michael Hodge, London, Westminster.

Some dud!

Dustman defence

We feel some reluctance in writing to you, as letters from whining software houses complaining about bad reviews can be tedious – as can your rather off-hand replies.

However, we must protest at the number of factual errors in your review (May 84) of our latest release, *Dustman.* We dispute that the game is 'almost identical' to *Wild West Hero,* since WWH features increasing numbers of identical bandits, whereas *Dustman* has 20 different waves with over 40 different sprites with each wave having its own animation pattern. We are also surprised that you find the objects small as they are mostly 17 by 16 in size; i.e. as big as JSW and *Jetpac.*

Although the marks given were not unreasonable we feel that it would be fairer on both the reviewer and the reviewed if more time were taken over reviews, especially since they make up a large proportion of your excellent magazine. Perhaps a system could be employed where each game is reviewed by a panel of three people, thus helping to iron out bias caused by personal opinion.

Mike Stockwell, Timescape Software

We're sorry Mike, but our copy of the pre-release instructions went amiss, making life very complicated for our reviewer. All the games we review get the benefit of two or three opinions, and we do our best to eradicate personal opinion wherever possible.

Software starvation

I bought a Spectrum in January. I wasn't interested in good software at first, but after reading your excellent magazine I wanted some good, up-to-date programs. So I started looking around.

I found out that the two stores in my city had never heard of *Jetpac, Pyramid* or *Lunar Jetman* and when I asked for *Manic Miner* they told me they couldn't get it because their supplier didn't supply it.

In three other nearby cities they told me the same thing: Never heard of, can't deliver. Cause: transportation too expensive or programs are only imported when they are over one year old (that makes a hacker look like some sort of antique-dealer).

I finally drove 25km to find *Fighter Pilot* and *Atic Atac* and to get my hands on *Jetpac* I had to go to Germany.

The Commodore 64 doesn't seem to have many problems with its software. *Manic Miner* for this machine is already available for weeks but the version for the Spectrum, from Bug Byte or Software Projects, hasn't been seen yet. And another fact is that for every Spectrum-program there are three or more CBM 64 programs on the market in The Netherlands. And the salesmen in Germany told me that they had the same problems.

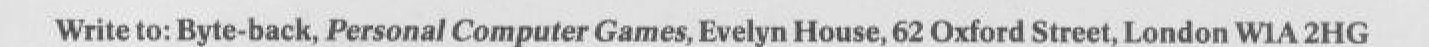
The only way of getting good programs is by driving over 40km to a special computer centre or by mail-order, with the disadvantage of buying without knowing if you like the game.

The alternative is waiting a year or longer.

Can't anything be done about this VLA OS (Very-late-arriving- of software)?

Jan Venma, Sittard, The Netherlands.

We're very sorry to hear about your plight as a software-starved Spectrum owner. Short of coming to live in England, the best thing to do is buy your games mail-order after reading our authoritative Screen Test section.





Write to: Byte-back, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

Ripped off by mail order

I recently paid good money to a seemingly large and well-known software company. In due course I received three games, only one of which loaded. After writing a note and returning the two games and waiting nearly a fortnight I received two so-called replacement games. Now here comes the crunch; I am sure these games are the same ones and they still stubbornly refuse to load. What can I do legally if they send back the very same games? This time I shall know as I have very cleverly marked them.

We are not all pirates and crooks and it seems to me it is very hard to get good service from anyone on a mail-order basis. I would be glad of any advice.

J. Morrison, Wickford, Essex

Buying mail-order is certainly a tricky business. The only fail-safe solution is to buy your software regularly from a reputable shop where you can see what you're getting. Because your replacement tapes still don't load it doesn't necessarily mean that they've just sent back the same ones. But we'd be interested to hear what happens with the next ones you get.



Point-pinching bug

While reading your excellent magazine I noticed Mr. Abbot's letter (PCG May) about the bug that occurs in the bonus scoring system of *Hunchback*. Yes, my copy of Ocean's *Hunchback* does exactly the same. After rescuing Esmerelda twice, the bonus goes up. But after you complete the screen, instead of getting 27,000, you only get 2700, the last digit not being registered. So, obviously much higher scores could be obtained.

Perhaps there are quite a few copies with this bug. It's still a good game.

G. Houghton, Southsea, Hants.

Program failure

I am complaining about a program printed in your May issue called 'Grid Cycles' for the BBC. I took most of my time writing it out, to then find that it didn't work. It said 'No Such Variable at 190'. I tried to mess around with the program and still it did not work, and I checked that everything was the same as in the magazine. I was disappointed with this because this is my favourite mag. It won't put me off, but please test the programs first.

Russell Day, Swansea, South Wales.

We always take great care over testing and printing listings, and we haven't yet had any problems with Grid Cycles. Programs are tricky to type in, and it's easy to make a mistake, so perhaps you will have better luck when you try again.

Vanishing frogspawn

There are lots of good games available for review, and I suppose it is up to the individual's taste. So I can understand Mr Wong passing his own comments (PCG, July). However, I have been playing *Savage Pond* for the last two months and I am still being surprised by new menaces. Graphically it is brilliant, but could someone explain why my frogspawn disappears while I am dodging that awful spider.

Christine Joyner, Nr. Bebington, Wirral.

Nobody here can help with your frogspawn, Christine. Are there any experts on Savage Pond-*life out there; who can say what happens to it?*

Infuriated players

Having spent months slaving over *Jet Set Willy* I opened July's edition of PCG to find that not only were there several bugs I hadn't even heard about, but that the game had been completed by two people who solved it by de-bugging the program.

That's alright for someone with a basic knowledge of computing, but what about people like myself who only play games and can't POKE in extra men etc, etc?

Isn't there any way to stop this 'cheating' and give the average player a chance to show genuine skill? If the cassette had stated 'De-bug this program and win a crate of champagne', I wouldn't have spent £5.95.

Software Projects must have made a small fortune from this potentially brilliant game, but they have also left thousands of players infuriated – all because of improper de-bugging.

Andrew Green, Birmingham

We sympathise with your plight, Andrew. It doesn't really seem fair on games-players like yourself. But we think that after all the fuss over Jet Set Willy *Software Projects will do their best to make sure that it doesn't happen again.*

Scoring in Chuckie Egg

It is better to take your time and although bonuses may be less, it is easier to gain points with a large supply of lives than with only two or three. On the levels with many hens and the ducks, when lives are going quickly, it is an obvious advantage to gain bonus points whilst sacrificing lives than to lose life without gain.

Tony Oliver, Kirkaldy

Bongo millions thwarted

I thought I would have a quick go on Anirog's *Bongo* on my Vic-20 before I went to bed. So I started off on Level 2 and my score was up to 100,800. I thought I might have been on for a high score around 300,000. My mum came in and said it was time to go to bed but I pleaded with her to let me see how many I could get. By 400,000 I could not say exactly how many lives I had left because they had run out of space on the screen; it was at least 23.

Later my mum came into the room and said it was bed time but I said: 'Oh Mum, can't I go on to 1 million?'

'OK,' she said, so I zoomed ahead for 700,000 and at least 45 lives. By the time I wrote this I had 1,109,000 and at least 75 lives. I had to go to bed! I could have gone on forever and ever! If I had the time or the computer had enough power.

Kevin Pain, Age 11, Otterbourne, Hants.

There's only one thing to do, Kevin; get up very, very early. The Vic's got the power if you've got the time.

Commune-ist plot?

If any members of the Commune of Margrand would like to put their heads together, please send your number and an SAE to: P. Browne, 8 Petrie Road, Bradford, BD3 8NQ

Ta very much

P. Browne,
PS Any other superpowers can just get lost.

Phew! Them are fightin' words, Mistah Browne. Anyone else out there feel like putting their heads together? Come on. Dominion, Union, and Federation members – you can't let them get away with this.

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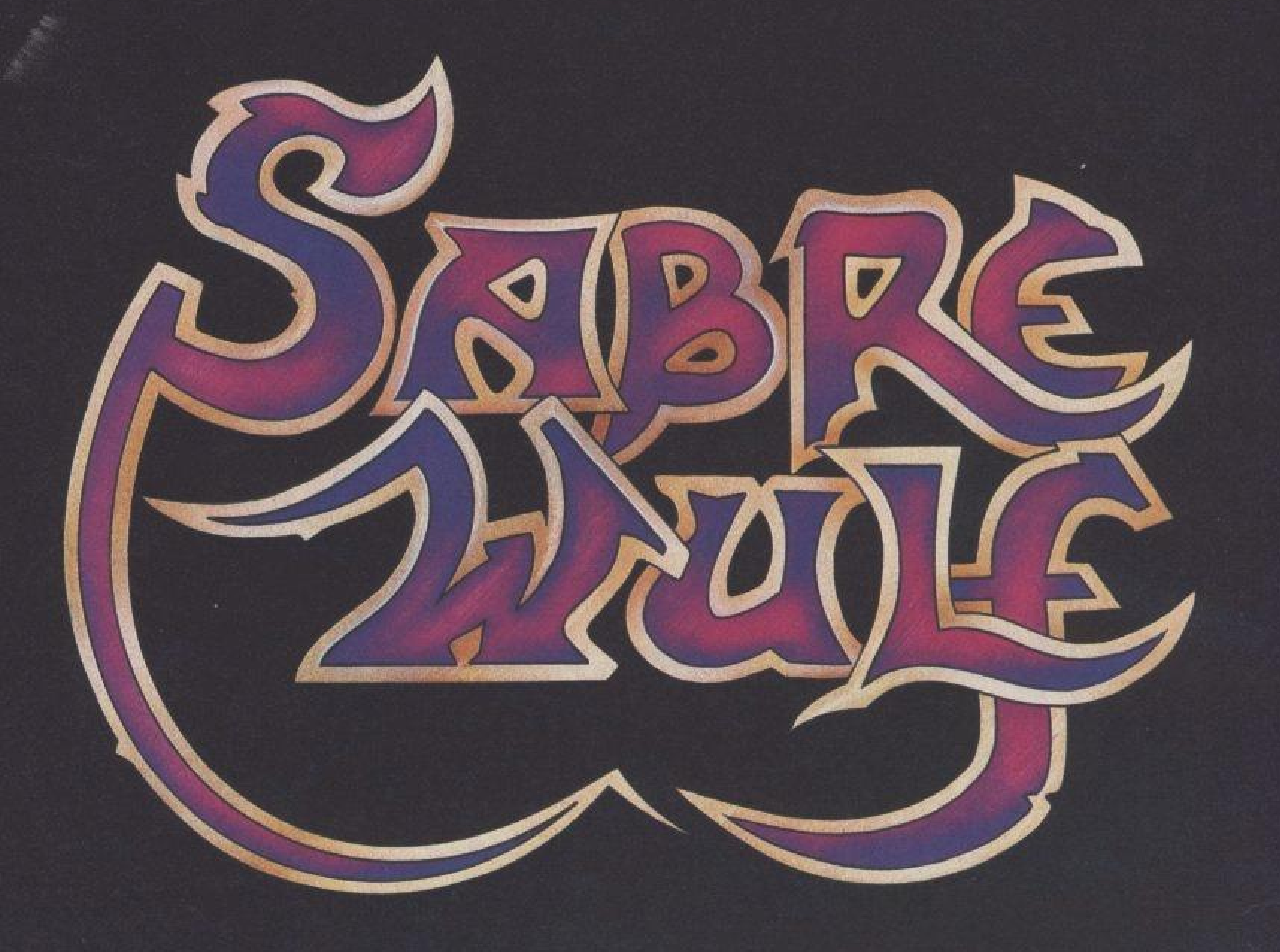
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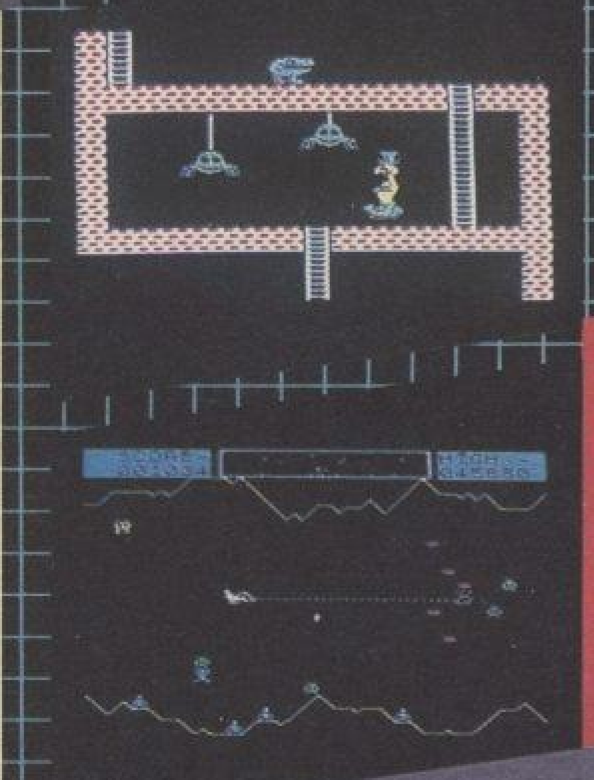
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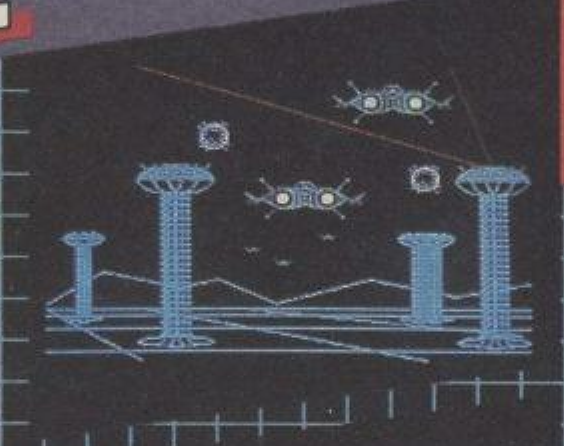
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MULTI-TASKING Because **White Lightning** uses interrupts, you can effectively run two programs at once. This means of course, that games like Space Invaders and Defender can be written without complex timing calculations. So while one



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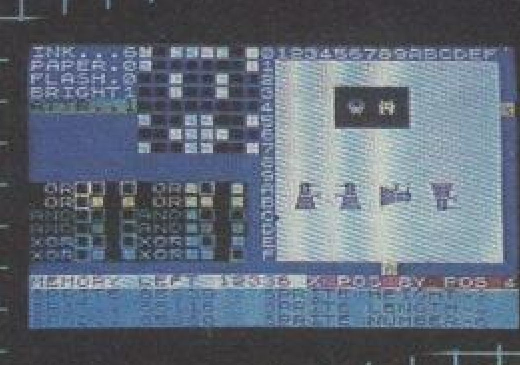
program smoothly scrolls the landscape, the second animates the other characters. This is undoubtedly one of White Lightning's most powerful features.

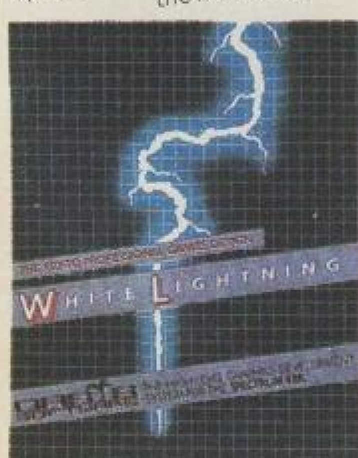
MARKETING AND PORTABILITY Although **White Lightning** uses an integer FORTH as its host language, programs can be written in a combination of BASIC, FORTH, IDEAL and machine language.

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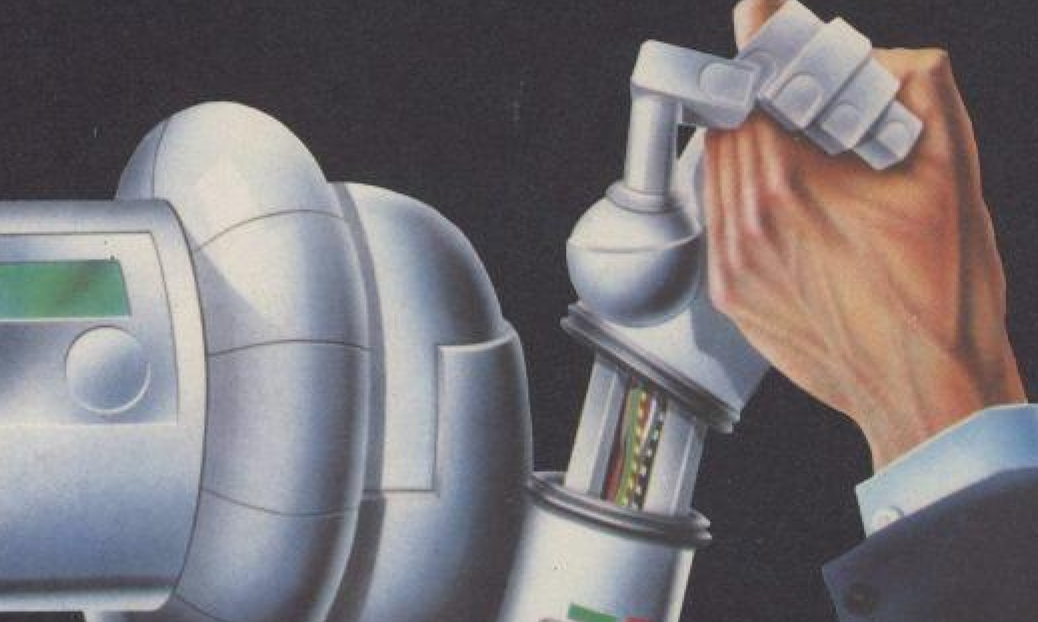
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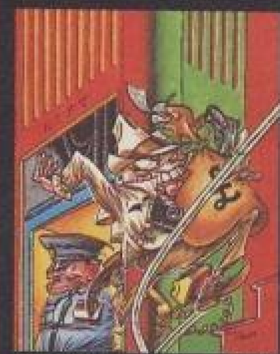
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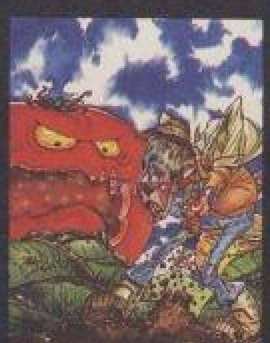




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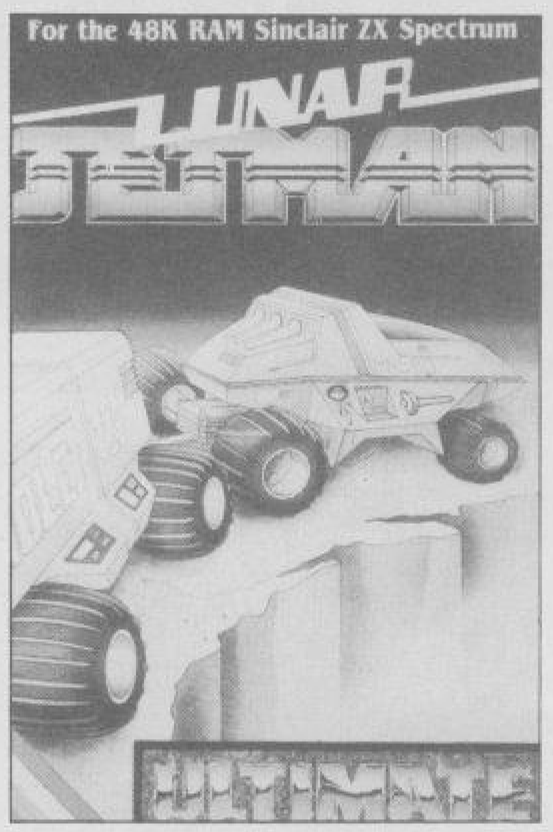
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Peter Connor reports on the first games with speaking parts

HERE COME THE TALKIES!

'JOLSON TALKS!' the posters screamed, and a new era was born in the cinema. The talkies had arrived. Could the same thing happen with computer games? Will speech revolutionize our whole idea of what a game is? Not just yet, perhaps. But there are now a large number of games on the market with some kind of speech facility.

Nearly all of them are on the Spectrum and require the use of a Currah Microspeech Unit. This slots into the back of your Spectrum just like a joystick interface and produces sound through the TV.



Daleks

The kind of sound it produces and the use made of it vary from game to game, although it generally has a mechanical rumble that older readers might associate with Daleks.

One of the more eloquent programs is CDS's *Timebomb*, which is a very good program even in its mute state. This is one of those games in which you have to rush around a grid defusing bombs while being pursued by a rampaging boot. The excitement is intensified by the very clear speech which starts you off with a brisk 'Here we go – Run for your life!' and puts the wind up you with a frightening 'I'll get you!'

Unintelligible

At the opposite end of the Spectrum speech spectrum is Hewson Consultants' *3D Luna Attack*. This is a pretty good shoot-'em-up but gains nothing from the addition of sound, since it's virtually unintelligible: 'Meeugh, meeugh, meeugh – enemy fighters', it says. (I think.)



Automata's *Olympimania* uses its vocal chords to much better effect. This is the game in which that silly little Pi-Man competes in events such as the Pi-Jump and the ButterPi.

The speech is very clear and introduces each event. Then, like a school sports day, you get your starting orders: 'On your marks, get set, go.' That's all, but it does improve the game considerably. It's a relief there's no David Coleman-style commentary.

Mouthwash

Adventure games provide endless scope for the use of speech, but Crystal's *The Island* doesn't explore it. For the most part it merely repeats your commands, quacking back at you a 'Look' or a 'Status'. Not very helpful. The only interesting point is that if you enter an obscenity, as you undoubtedly will, the speech unit will respond with 'Wash your mouth out!' You might be tempted to reply with the same thing.



Lunar Jetman, the Spectrum classic from Ultimate, doesn't need a mouthwash. The sound here is very clear with good variety. As you hover about it commands you to 'Exterminate!'. You won't feel inclined to disobey. If you get shot to pieces it will exhort you to 'Pull yourself together!'

Stutter

IN PSS's *Blade Alley*, one of those Buck Rogers clones where you're down in the 3D trench, the sound is limited to telling you what kind of alien is approaching. Since you can see them anyway it's not a lot of help. Occasionally the program suffers from a slight stutter as it struggles to get out 'Ah-ah-ah-asteroids'. Patience and understanding are needed.

But if you don't own a Spectrum there's no call for despair – you are not condemned to eternal silence. Speech is available on the Commodore 64, with a new Currah unit for that machine as well as Commodore's own Magic Voice box. Games featuring these two gizmos should be appearing very soon – perhaps even the next Llamasoft creation.

But no hardware add-on at all is needed on Interceptor's *Arabian Nights* (reviewed in this issue's Screen Test). Interceptor have used a routine all the way from the USA to bring you speech of a high quality. It's throaty and a bit gurgly but you'd still understand it even if the words weren't printed simultaneously on screen.

Less impressive is the speech incorporated in Tansoft's *Chess* on the Oric 1/Atmos. 'Zgrybolpfglmnkfg!', it says. Or possibly 'Jdprreqmaighrhb, awkr.' It's pretty hard to tell. With the help of a hearing aid you might decipher it all as 'You can't do that!' when you've entered an illegal move. The speech is so unclear it's not worth having.

What's next?

Although what's currently available in the way of speech is rather crude, the signs are that the next few months will see more and more games with better and better responses. The possibilities are vast: imagine *The Hobbit* with the characters replying to your commands or even speaking to each other. Not immediately, perhaps – but keep your ears pricked up...

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Another bumper bundle of reviews, ratings and screen shots – and an epic quest makes a Spectrum Game of the Month

MIDSUMMER MEGA-HITS!

Two fabulous new Spectrum games jostled for that coveted Game-of-the-Month position in our exciting August issue. *The Lords of Midnight*, from Beyond, won a narrow decision over Ultimate's *Sabre Wulf* – the follow-up to *Atic Atac*. Beyond call their game an 'epic', and it's certainly big enough – the program has a staggering 4,000 locations and 32,000 possible views. The graphics are superb and the game's quest will keep you engrossed through the hottest of heatwaves.

Sabre Wulf's startling graphics decorate a maze of 270 locations – mapped out for you in glorious technicolour in this issue and Spectrum owners have the bonus of another PCG hit, *Stop the Express*. This one has you crawling about on top of a high-speed train as you try and fend off the attentions of a KGB agent.

Commodore 64 owners can have a mega-zapping time on *Encounter*, a 3D blockbuster with ace graphics, or try a wackier task on *Potty Pigeon*, the new game from Tony Crowther – programmer of July's Game-of-the-Month.

BBC owners face an exciting time this summer trying to cope with *Frak!*, Aadvark's follow-up to *Zalaga*. *Frak!* features terrific graphics, a witty scenario and infuriatingly compulsive gameplay. One way or another it's going to be a long hot summer.

Reviewers presently mopping their brows are John Allen, Chris Anderson, Peter Connor, Steve Cooke, Samantha Hemens, Lawrence Maxwell, Mark Smulian, Tony Takoushi and Rob Wright. Most of the ratings are a combination of different reviewers' opinions and they're all out of a maximum of 10.

● SABRE WULF

● FRAK!

● STOP THE EXPRESS

GAME: CASTLE ASSAULT
MACHINE: BBC
CONTROL: KEYS
FROM: MRM, £5.70

A head for heights is needed in this fiendishly difficult and addictive game. Those who suffer from vertigo need not apply, nor need those who do not have the time or patience this game requires. The idea is to get to the top of the castle wall, where you can pick up a bulging bag of gold and move on to the next screen.

However, there are certain impediments to your progress. Your man – an attractively animated figure with blond hair and a blue cloak – must first of all try to jump over three purple crustaceans (crabs?) in pits. These have popping eyes, waggling claws and the disconcerting habit of jumping up and down to give you a fatal nip.

But with a little practice you soon get the hang of this. You then gobble the gleaming cherries for your bonus and climb the ladder to the next level. This is where the going gets tough, because here you have to try and leap onto a moving platform which transports you across a gap in the wall. This is a particularly tricky business; you must time the jump precisely, keep walking while you're on the platform and then make another precision jump to get off.

GAME: NIFTY LIFTY
MACHINE: BBC
CONTROL: KEYS
FROM: VISIONS, £5.95

The first thing you notice about *Nifty Lifty* is that there are only two control keys, Z and X for left and right. Don't let this put you off – this may be a very simple game, but it's also good fun.

The display shows a series of platforms connected by a lift. On each platform is a collection of objects, ranging from telephones to bags of gold. The idea of the game is to travel from the bottom of the screen to the top, collecting the objects.

You rush along the platforms, and each time you reach the end of one you move up a little staircase on to the next one. Aha! What about the lift? Why not use the lift? The answer is simple – if you so much as brush against the lift as it slides up and down the screen, you lose a life.

Sounds easy, doesn't it? But how about dodging TEN lifts, all travelling in different directions, with scarcely a centimetre between them to take shelter in. That's what you'll find yourself coping with at the higher levels – and there are 15 of them, which should keep anyone

GAME: RUBBLE TROUBLE
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: MICRO POWER, £7.95

After the nuclear holocaust, according to Micro Power, we will all revert to cavemen playing life-or-death games of *Rubble Trouble* – or *Pengy*, as it was known before the bomb dropped.

Apart from us cavemen the only other creatures to have survived are Krackats, mutated turtle-like things 'whose only diet is that of human flesh'. A little salty I would have thought, and not really giving all the vitamins that a mutated turtle might need, but if that's what they like who am I to argue?

As in *Pengy* the screen display consists of a number of blocks forming a maze. You have to slide the blocks around in order to squash your enemies. The interesting thing about these blocks is that they bounce – if you don't hit a Krackat they'll rebound and crush you.

There are three mazes for players to choose from: regular, hayfield and vanishing. A lot of practice on the first is needed before you will feel competent to tackle the others.

Rubble Trouble has chunky, colourful graphics and the animation of the

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GAME: FRAK
MACHINE: BBC
CONTROL: KEYS
FROM: AARDVARK, £8.95

Nick Orlando, the power behind Aardvark, has built up a reputation as about the best games programmer for the BBC. *Frak* will push that reputation a bit higher still.

You couldn't imagine a bigger contrast with his last big program, *Zalaga*, which was a futuristic *Galaxian*-based shoot-'em-up. *Frak* is prehistoric. And it's a platform game. You have to leap around a network of platforms in search of keys which will tak you on to a new level.

But anyone thinking it's just another *Manic Miner* rip-off should look more carefully. Trogg, the hero whose part you play, is a treat to behold. For a start he's huge, one of the biggest fully animated computer heroes yet. And he's been drawn in delightful cartoon style, with black outline and smart orange suit. As soon as you get him scurrying up his first ladder, you just know he's an amazing guy.

A few moments later, you discover something even more amazing: he's armed with a yo-yo. Those who've forgotten their pre-history will need reminding that a yo-yo is what enlightened cavemen used to defend themselves, for unlike boomerangs, a yo-yo always comes back.

You'll simply love using it to dislodge the enormous Scrubblies, Hooters and Poglets which sit motionless on the platforms of *Frak*, waiting for you to bump into them.

Unfortunately, not all the nasties are motionless. Trogg's world is also populated by daggers which glide in at an angle from above, and balloons which float up from below. What's more, these appear from different positions each time you play, so that unlike *Manic Miner*, the game can't always be played the same way.

The balloons are not too much of a problem. Since they move in straight lines Trogg can generally get out of the way. But the daggers can be deadly, floating gently and diagonally and then spearing you just as you thought you were escaping to the next page.

Another difference to *Manic Miner* is that each platform network is spread across more than one screen width – as you reach the edge of the picture it scrolls to reveal more platforms.

Meanwhile the action is accompanied by one of three catchy tunes and some really frenetic sound effects.

All this advanced programming has meant that there's room for only three different platform networks. (In the first it's platforms and ladders, the second logs and ropes, the third girders and chains.)

However it'll take you a considerable time to get through all three, and when you do the action is repeated at a harder level. In level 2, as well as extra balloons and daggers, I am reliably informed that Trogg and the entire platform network appear upside down! Higher levels contain further surprises.

But why's the program called *Frak*? This happens to be the comment made by Trogg every time he loses one of his three lives. I understand the word means 'dinner jacket' in Italian, so why he uses it I can't imagine. But the more observant may discover something interesting in the shape of the platforms on the first part of the game.

Congratulations, Nick. *Frak* is going to be a BBC classic.

CA

GRAPHICS	10
SOUND	9
ORIGINALITY	6
LASTING INTEREST	10
OVERALL	10

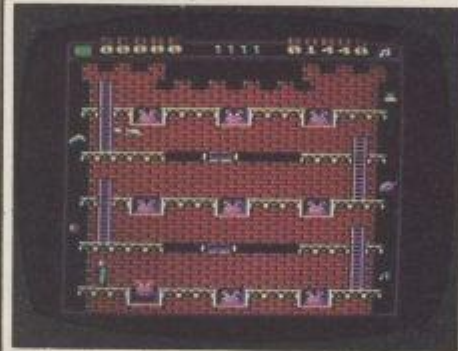
• BBC • BBC • BBC • BBC • BBC

It takes a lot of doing – rather more doing than most people in the office could manage.

Higher levels promise additional hazards such as rocks coming down ladders, snakes writhing in the pits, an assortment of bugs and faster speeds.

Castle Assault's graphics are excellent. The castle walls are a brilliant red, the hero moves nicely and the crabs are gruesome. Best feature, though, is the duck which flies across the top of the screen. Authentically quacking, its beak opens and closes and its wings flap. On later levels this becomes another fearsome adversary. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

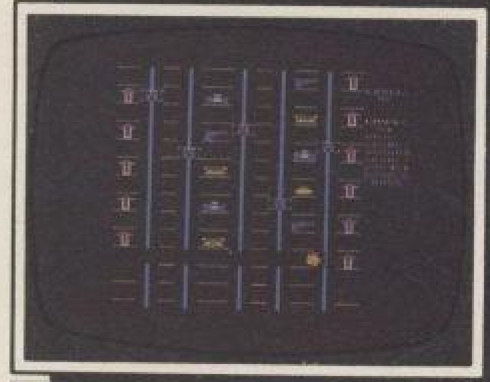


on the hop.

Nifty Lifty plays to some rather loud and annoying music, but you can choose silence if you prefer. You start each new screen with the opportunity of acquiring bonus points for completing it in double-quick time and the challenge of dodging yet more lifts as you rush from side to side along each floor.

Nifty Lifty does look a bit too simple-minded at first glance, but it's colourful and compulsive and had me playing for longer than I'd ever expected. Worth a try if you're tired of killing all those innocent aliens. **SC**

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5



small but powerful caveman is pretty good.

The best feature of this program, though, is the sound. The game begins with a skirling bagpipe-style tune and each time you lose a life there is a morbid little organ piece.

Rock-throwing might not be a pursuit to everybody's taste, but in this program it proves to be enjoyable and not too taxing on the muscles.

This is a very good version of an arcade original with some interesting original touches of its own. **PC**

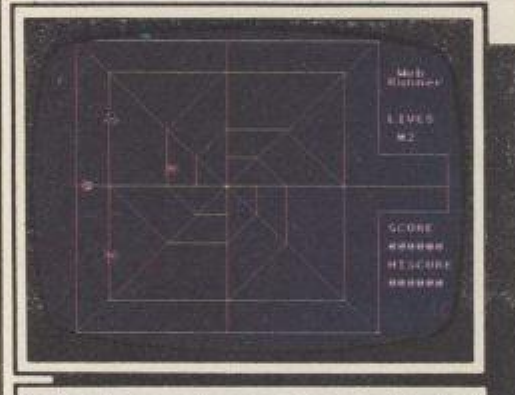
GRAPHICS	6
SOUND	8
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6



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frak!
aardvark

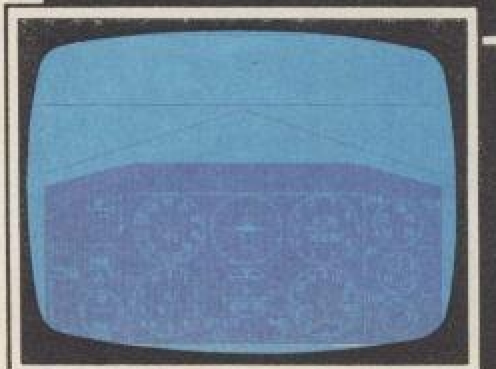
by Aardvark



GAME: WEB RUNNER
MACHINE: BBC
CONTROL: KEYS
FROM: ALLIGATA, £7.95

Ensnared in a web full of creepy crawlies you naturally enough want to eradicate the whole lot. So you rush around trying to plant bombs at the corners before escaping. To protect you while you're doing this you can blast the spiders, flies, centipedes and ladybirds with your laser. Feeling bloodthirsty? Then just keep your finger on reverse and fire away. One for the hardened mega-zapper. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4



GAME: SPITFIRE
MACHINE: BBC
CONTROL: KEYS
FROM: ALLIGATA, £7.95

Eight pages of closely printed instructions accompany this flight simulation program in which the gimmick is that you control not a super inter-galactic dual laser warp-drive hyper-space ship, but a World War II Spitfire. Screen display is blue with white instruments and alters very little whether you're on the ground or in the air. Sound is dull. I think I'll wait for the Messerschmidt. **PC**

GRAPHICS	4
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

GAME: DARTS
MACHINE: BBC
CONTROL: KEYS, JOYSTICKS
FROM: MRM SOFTWARE, £5.70

Until software appears which makes the BBC emit a smell of beer and smoke *Darts* will lack some of the atmosphere of the real-life pub game, but otherwise it's a pretty faithful copy.

Graphics are functional in this game. It draws a dart board, moves darts around and records scores. Sound is minimal.

Darts offers the usual 501 down game (the starting number can be varied) with the round-the-clock and 'cricket' games as variations. In 501 you don't have to start on a double, a pity because this would have made it more challenging. You must finish on a double though, and the doubles and trebles are the only really tricky operation.

Three darts are used on each turn, and proceed around the screen controlled by keys or joysticks. Left to themselves, they track across the board at a rather stately wobble, but are pretty easy to control. I found I was scoring 20s easily, and the doubles and trebles come with practice.

Round-the-clock is self-explanatory.

GAME: CROAKIT
MACHINE: BBC
CONTROL: KEYS
FROM: KERIAN, £5.95

No prizes for guessing what *Croakit* is all about.

No, it's not another cricket game from Virgin, it's a version of *Frogger* for the BBC, and not a bad one at that.

Croakit is an unusually faithful adaptation of the arcade original. As you hop your amphibian across road and river you will encounter familiar flies and alligators, not to mention of course the famous ducking turtles.

The game plays in glorious technicolour to the tune of *Camptown Races*- which will probably drive you mad after a few minutes playing. Luckily you can turn it off.

The turtles in this version duck rather more rapidly than in most and you have to choose your turtle carefully if you don't want to get a ducking and lose one of your three lives.

You move up through the different levels by hopping five frogs up the screen in each level. Higher levels bring different traffic patterns on the road and new hazards, including a snake which patrols the river bank.

GAME: FRENZY
MACHINE: BBC
CONTROL: KEYS
FROM: MICROPOWER, £7.95

Frenzy is closely related to *Qix*, an old arcade favourite that is, alas, no longer with us – at least not in the arcades I've visited recently.

A large rectangle flashes on to the screen. Your craft is located on the perimeter and within the rectangle a dangerous Lepton snakes to and fro, rebounding off the walls and trying to escape.

As you move your craft into the rectangle it draws a green trail behind it. Your aim is to fence off a part of the rectangle which will then be filled in with a different colour. The Lepton is then confined to the remaining area of the screen. You can destroy it either by trapping it in the area which is filled in, or by filling in 95% of the rectangle. A sliding scale at the bottom of the screen indicates how much of the rectangle you've painted.

If the Lepton hits either your craft or the green trail you will lose a life.

You have a choice of two speeds when controlling your ship. High speed enables you to fence off larger areas of

GAME: ARTISAN 1
MACHINE: BBC
CONTROL: KEYS
FROM: OIC,

Artisan 1 is not a game but a means to better games of your own. It is aimed to take the sweat out of defining your own characters using the VDU 23 command. Instead of laboriously planning out a shape, and calculating eight parameters yourself, *Artisan 1* does the work for you.

What you get is two tapes, each with identical content on either side. The first contains the programs to load and run *Artisan 1* and also includes a number of programs for demonstration purposes. The second has a number of pre-recorded shapes, graphics and foreign character sets, including a space shuttle, chess pieces and Greek, Japanese and Cyrillic alphabets.

Once you have loaded up the tape you are faced with a design grid of 16 cells, with 1,024 pixels in all, on which you develop designs. Adjoining this is a mode 4 display which repeats the design in true size. In addition to this a command menu is supplied.

The area at the foot of the screen displays any shapes you have saved in four rows of divided ASCII values, with an ASCII 'ruler' at the foot for easy noting of numbers.

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GAME: BLOCKBUSTER
MACHINE: BBC
CONTROL: KEYS
FROM: MICRO POWER, £7.95

This is a cute variation on the *Q*Bert* theme set on an arrangement of blocks which is supposed to be the Giant's Causeway in Ireland. Harvey the Bunny is jumping around to find the Elixir of Life. Trying to stop him are Reynard the Fox, cascading balls and a guano-excreting bird. The usual diagonal movement and the usual task of colouring the squares. Nice graphics – even if a little hazy – but dull sound. **PC**

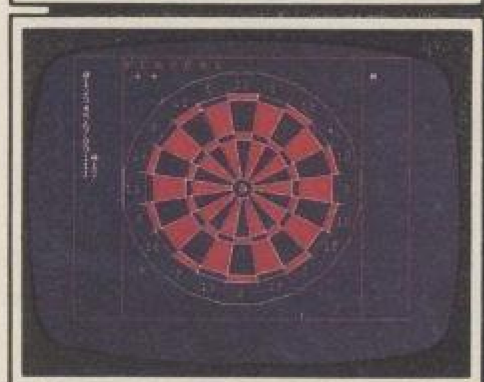
GRAPHICS	7
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6



GAME: DIGGER
MACHINE: BBC
CONTROL: KEYS
FROM: VISIONS, £5.95

Tunnel around killing the red goggle aliens – Footas – and the green dragons – Pubars – by either blasting them three times with some sort of gun or by digging away the earth so that the rocks drop on them. Yes, folks, it's *Dig-Dug* time again. And a pretty dull version it is, too, with merely average graphics and very ordinary sound. Mining's got to be more fun than this. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3



You start by hitting a 1 and then proceed to score in numerical order up to 20, losing a go whenever you hit the wrong target. There are, however, more difficult versions which use doubles or trebles only.

'Cricket' is a game which has one player scoring over 11 turns while the other then tries to hit bulls for 'wickets'.

Darts is fine for relaxation after some other brain (and finger) twisting game, fine for beginners and fine as a game which succeeds in what it sets out to be, but it probably will not hold most users' interest too long. **MS**

GRAPHICS	5
SOUND	2
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	4

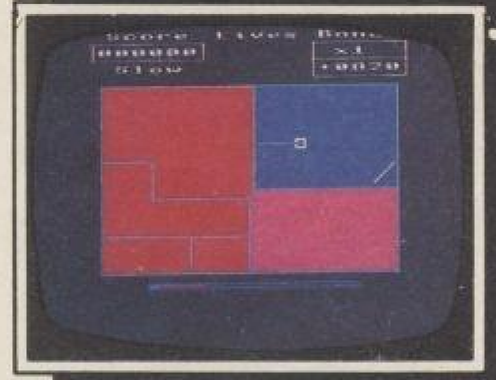


The graphics aren't bad at all and the action is fairly snappy. There's a time limit for each frog so you mustn't hang about unless you want to lose a life.

Frogger was never one of my favourite games but I have to admit that *Croakit* had me cursing away at the keyboard. At the higher levels it's horribly tricky.

The control keys are the tried and trusted Z, X, /, and : for left, right, up and down, and there's an eight position high score table. You'll have to top 8,000 points to put yourself in third place, and I guarantee you won't find it at all easy. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5



the rectangle, but low speed filling scores twice as many points. There's also a time bonus on each screen.

At the higher levels you will find yourself fencing off up to five Leptons. You will also have to cope with Chasers, who scuttle along the boundary lines.

Despite the simple graphics, *Frenzy* is a challenging game that demands quick reactions and careful timing. It falls into that small but successful category of games that may look a little dull but turn out to be enjoyable and addictive.

One for all fans of *Demon Decorator, Potty Painter* or *Qix.* **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	6



Using cursor keys for positioning you can set (fill in) and delete pixels to give the desired shape. Their counterparts 'fill' and 'erase' do this on a larger scale for whole cells.

The copy, invert, rotate and mirror commands give plenty of scope to play with different versions of a shape until you have the result you want. Shapes can be stored to and retrieved from cassette, or outputted to a printer.

The accompanying booklet contains clear instructions and a good step-by-step demonstration session and will repay careful study. *Artisan 1* constantly improves with practice. Owners of Aries-20 boards may get loading difficulties if the board is on. **MS**

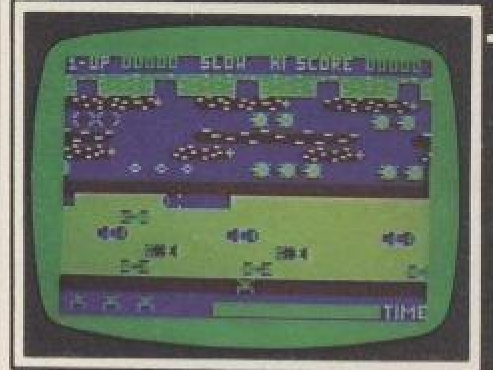
GRAPHICS	8
SOUND	4
ORIGINALITY	8
LASTING INTEREST	9
OVERALL	8



GAME: NERBLE FORCE
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95

Defender for the Dragon. Colourful but rather flickery display as you swoop over the terrain blasting aliens and rescuing humans from their fiendish clutches. If you're surrounded by aliens and face certain death anyway, you can blow yourself up and take the baddies with you. Nothing special, but *Defender* fans will enjoy it. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	6



GAME: FROGGER
MACHINE: DRAGON
CONTROL: JOYSTICK, KEYS
FROM: MICRODEAL, £8.00

The official version of *Frogger*, licensed for release on the Dragon by the original owners, Sega. Yessir, this is the ORIGINAL *Frogger*, all right – you can tell because it's old-hat with no new touches and real, genuine chunky Dragon graphics. *Frogger* fans will tremble with excitement, but the rest of us will be fast asleep. **SC**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5



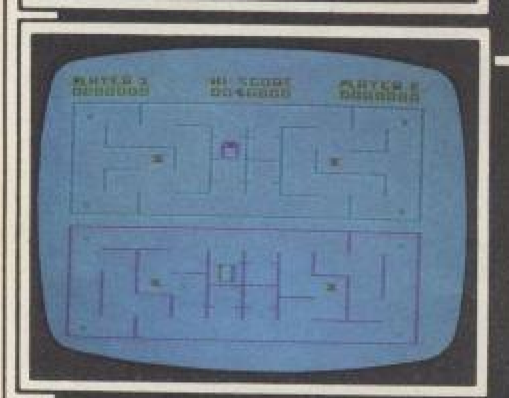
GAME: MIDDLE KINGDOM/BREAKOUT
MACHINE: DRAGON
CONTROL: KEYS
FROM: DRAGON DATA, £7.95

Two games for the price of one! What ho, chaps, this must be a bargain.

Hmmm...on one side is a rather uninspiring version of *Breakout*. Just in case you are utterly clueless, I should point out that in this ancient game you knock a ball about the screen, knocking bricks out of a wall. Here the wall steadily moves down the screen towards you so you must knock out the bricks pronto.

Sounds good? Looks terrible. Imagine a yellow ball on a green background –ugh! Still, there are five skill levels and the fastest is fairly nippy. Only trouble is trying to see the ball...

On the other side of the tape is a



GAME: GRABBER
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

Grabber is a game for one or two players that demands fast reactions and considerable tactical skills.

At first sight the display is pretty uninteresting and the game even more so. You move round a simple maze collecting four crosses which you must transport to the centre of the screen. Once you've collected all the crosses you move on to the next maze.

You are pursued *Pac-Man*-fashion by monsters but there are also four power pills which you can swallow, giving you a brief period of superiority over the opposition, during which time you can kill them.



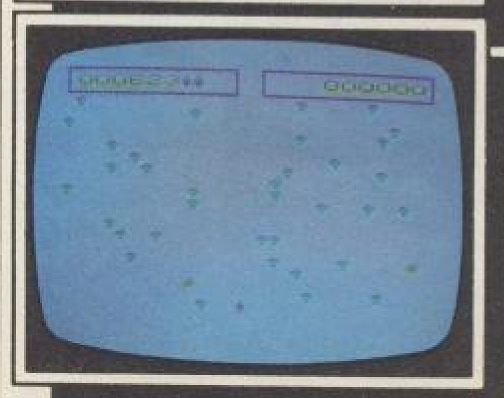
GAME: FLIGHT
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: DRAGON DATA, £8.00

There aren't that many flight simulators around for the Dragon, so you might be tempted to try this one. Don't be.

The program notes claim that the program was written by 'a pilot for a major United States air carrier and the high standards of professionalism really show.' It could have been written by Yuri Gagarin for all I care, the game still doesn't have much to offer.

There are five levels of play, from student to 'airline transport pilot', with combinations of cross-winds, normal landing, and blind landing.

The display is divided into three windows, showing you a bird's eye view of



GAME: KATERPILLAR 2
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: TOM MIX SOFTWARE, £8.00

Centipede for the Dragon. One or two players can blast away happily at mushrooms, katerpillars, scorpions, beetles, and tarantulas. The pace isn't exactly scorching, but once you've notched up about 30,000 points things seem to hot up a bit. Not compatible with self-centering joysticks and no keyboard option, so check you've got the right gear before buying. **SC**

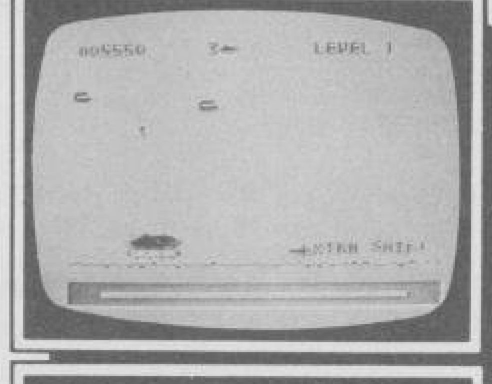
GRAPHICS	6
SOUND	5
ORIGINALITY	0
LASTING INTEREST	6
OVERALL	5

RAGON • DRAGON • DRAGON

GAME: MOON HOPPER
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95

Drive your moon buggy over an eerie lunar landscape blasting the aliens as they circle above. Jump over craters and boulders and dodge the bombs as they fall. Five levels of play, the most difficult of which will keep your fingers twitching, but won't have you fainting with excitement. **SC**

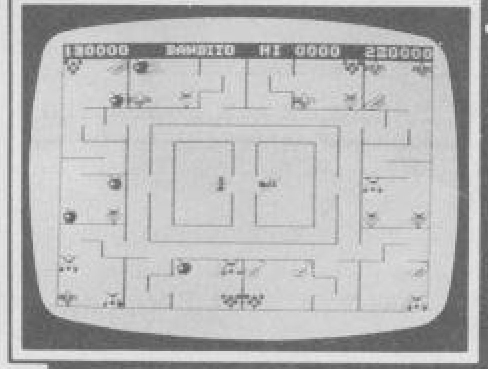
GRAPHICS	5
SOUND	3
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	4



GAME: EL BANDITO
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95

This game is quite good fun for two players, but the solo option is extremely dull. You take the part of an ant who must scuttle round a maze collecting fruit and take it back to a refuge in the centre of the screen. Patrolling spiders must be avoided, but unless you've got a friend to compete against there isn't really much to it. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



'real-time graphic adventure'. This means a little animated figure who wanders from room to room, gathering experience points and little graphic shapes – I mean treasure – in the Dungeons and Dragons style. Every so often he engages in motionless battle with a nasty goblin, dwarf, or ogre.

You can be a merchant, a magician, or a warrior in your travels and may use a variety of weapons and spells against your enemies. The combat sequences consist of brief reports flashed on to the screen – 'The lizard-man takes a swipe at your head' variety. This game is pretty patchy on graphics and pretty low on excitement.

The idea of the game is to collect three magic rings and return to your starting point. As a special reward you will be made ruler of the Middle Kingdom.

One of the drawbacks with tapes offering more than one game is that the programs tend to be of rather less-than-average quality. *Middle Kingdom/Breakout* is, alas, no exception. **SC**

GRAPHICS	4
SOUND	0
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	3

What makes this game so tricky is that there are TWO mazes on the screen at once. You can switch from one maze to the other by pressing the fire button and each maze has a slightly different layout.

This means that you can travel down an alleyway in one maze until you reach a wall, then swap over to the other maze (which has no wall in that position), continue on your way, then swap back to the first maze.

Sounds complicated? It is, especially when the monsters are after you. To make matters more difficult they will also steal your carefully collected crosses from the centre of the screen and redistribute them around the maze, making life very trying indeed. You have to collect the crosses in both screens to move on to the next level.

The graphics aren't anything to write home about, but there's some good sound (by Dragon standards) and the complexity of the game means that you'll need a lot of practice to get your name on the high-score table. **SC**

GRAPHICS	3
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

your plane as it comes in to land, a side-on view, and a panel of three instruments. There's an altimeter, an artificial horizon, and an instrument that shows you which way to go in order to keep to the flight path.

The point of the game is to bring your aircraft safely down on to the tarmac. There is no take-off option and the only flying skills required are to keep your plane on course for the runway.

If your ideas about flight simulators are based on the blurb you may have seen for programs running on other machines then *Flight* is going to come as a big disappointment to you. If you've never used a flight simulator before and try this one, however, you'll soon wonder why anyone bothers.

There is one nice touch, though. If you manage to get your plane down in one piece your Dragon suddenly clears its throat and says 'Perfect Landing'.

Despite the current popularity of flight simulators, it's hard to see this particular program taking off. **SC**

GRAPHICS	5
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

GAME: GALAX ATTACK
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95

This is the standard *Galaxians* game, with its formations of aliens swooping down to attack your fighter. The only thing to be said for it is that if you liked the arcade version, this is reasonably close to it.

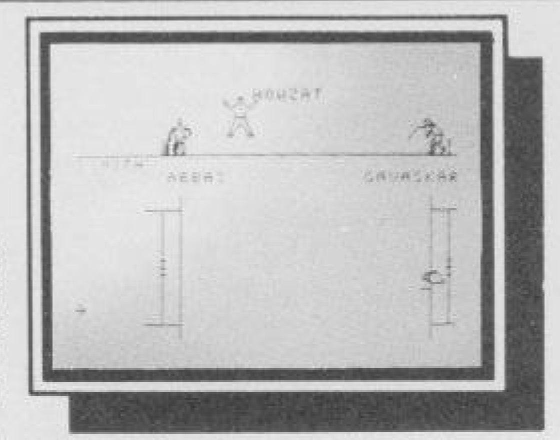
The graphics are relatively smooth, while the tactics are the same. I didn't like the dot-like bombs, but then why quibble? **TH**

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5



DRAGON • DRAGON • DRAG

GAME: TIM LOVE'S CRICKET
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: PEAKSOFT, £8.95



GRAPHICS	8
SOUND	5
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	8

Cricket is one of those rare finds – a decent simulation game that conjures up the feel of the real thing. It even has some of the tedium of a five-day test match. The slow ball-by-ball build-up to a potentially explosive last few overs is part of its charm.

At least, it would be if I had managed to master the rudiments of computer bowling and batting. The solution *Cricket* has come up with to the problem of representing the thrills of batting and bowling is ingenious, even brilliant, but it's a skill that takes time to master.

In finely etched outline, the bowler and batsman face each other at the top half of a split screen. The bottom half shows the relative position of bowler and batsman to the wicket, as well as plotting the flight of the ball.

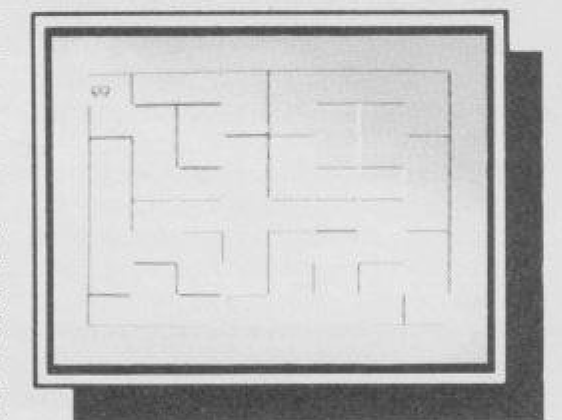
The animated graphics are very good given the limits of the Dragon. The bowler runs up and, in an action reminiscent of Lillee at his best, delivers the ball. It is the same delivery action even when a spin bowler is on but that is a small quibble. (Yes, the game distinguishes between fast bowling and spin.)

Batsman and bowler are controlled by joysticks (or, in a one player game, one side is handled by the computer). You can choose from three levels of play and decide your own team (or accept the computer's choice).

The result of each ball is seen from a bird's eye view of the ground. A full scoreboard is displayed after each ball. My best efforts saw England all out for 15 after a brave 20 minutes at the crease.

There are strategic depths to this game (such as assigning the 50 'strength' points between batsmen and bowlers) which I didn't even begin to plumb. A must for cricket lovers. **TH**

GAME: BUMPERS
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: DRAGON DATA, £7.95



GRAPHICS	5
SOUND	4
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5

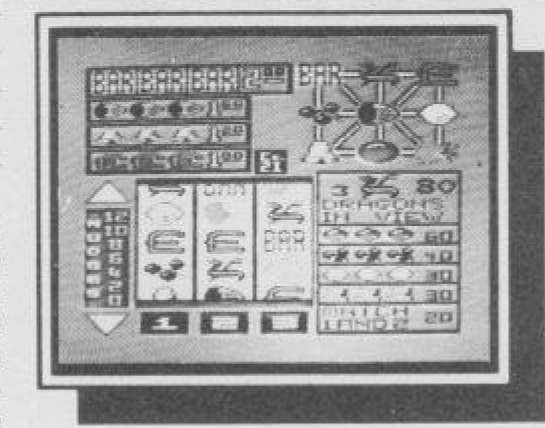
Bumpers is a novel variation on the maze-game theme. In this one the maze is invisible and instead of playing against the computer, you can play against a friend. The two players, represented by a blue and a yellow head, start at the top left and bottom right corners of an empty square.

You can set the size of the maze before the game begins. Maze walls only become visible when you bump into them. Naturally, some of the walls are booby-trapped. Touch one, and you lose the game immediately. Since it's impossible, at the early stages of the game, to figure out which walls *are* booby trapped, there's no point worrying about where they are, just look out for the three walls at each dead end.

The game has a number of refinements. If you choose to play against a friend rather than the computer, then you both get the chance of laying three booby traps of your own. The machine plays a little tune as you lay the trap, so unless your opponent is hard of hearing, he can try to memorise your position at the moment the tune sounds.

You can also spoil your opponent's attempts to feel his/her way through the maze by manoeuvring your token over the other and pressing the fire button. This transports your opponent to a random location elsewhere in the maze. The one worrying factor in this game was a tendency for the soundtrack to build up in pace and keep racing on even when the game was over. It sounded suspiciously like a bug to me. But perhaps there is a solid strategic reason why the programmer wants to force you to turn the sound off after ten minutes' play. Fun if you like this sort of thing. **TH**

GAME: FRUITY
MACHINE: DRAGON 32
CONTROL: KEYS
FROM: DRAGON DATA, £7.95



GRAPHICS	9
SOUND	6
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

The blurb describes this program as 'an imaginative, high resolution' affair which 'perfectly imitates a real fruit machine'. I was prepared to grant it the high-res graphics. I even expected it to mimic a real fruit machine. But 'imaginative' I did not expect. What's there to be imaginative about. In the real thing, you pays your money and you takes your chance. With the computer version, you don't even get the odd ten pence piece as a reward.

I was wrong. It's addictive even without the cash rewards. The nudge and gamble features on this program are where the imagination and most of the attraction come from. The rest is supplied by the superb mimicry of the spinning symbols on the fruit machine. The wheels start off spinning at the same speed, then, as the first ring stops, the second two rings click round a little faster, and the third finally flies around.

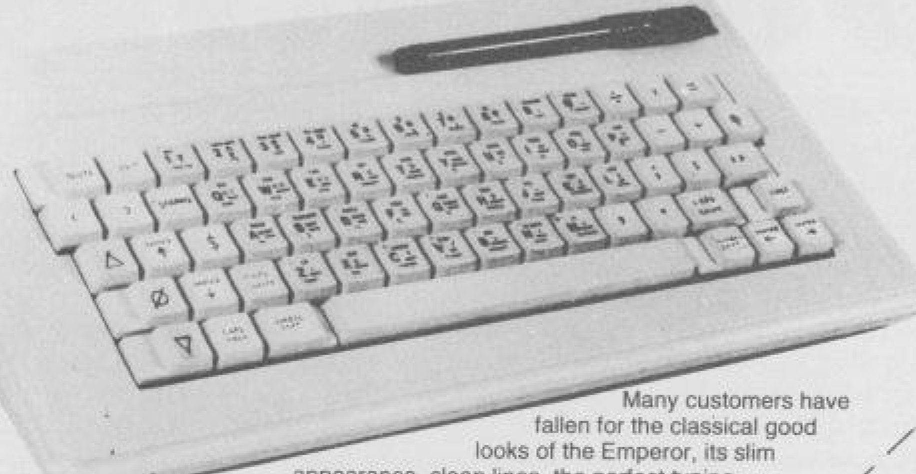
Being a Dragon program, the Dragon logo features as one of the more unlikely counters, but for the purists, there are the usual fruity objects spinning around.

The nudge feature is extremely forgiving. There's no time limit and you can nudge any ring up or down at your choice. I noticed that the program paid out a little more readily each time my statutory 20 credits were whittled down to five or six. But that could have been coincidence.

Fruit machine addicts who need a fix after pub hours will think it's marvellous. And people who always swore they'd never waste their money on a one-armed bandit can now have their cake and eat it. **TH**

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GAME: TANK COMMANDER
MACHINE: VIC 20 + 8K
CONTROL: JOYSTICK, KEYS
FROM: CREATIVE SPARKS, £5.95

When the program has loaded and the little tank has displayed the title and copyright you are faced with a comprehensive menu of game options, with features such as one or two player game, joystick or keyboard control and an interlaced function (which neutralises screen flicker).

In *Tank Commander* your objective is to seek out and destroy the enemy's fuel and ammo dumps. With your single tank and limited shells you'll have to face the force of the computer's mini army of tanks and aircraft.

Your tank always starts at the extreme west of the battlefield and your targets are in the east. To get there you must cross two rivers and avoid the mines which, if hit, cause instant death.

There is a long road that winds its way between the trees, marsh and ridges towards the east. On this road are the two bridges which must be used to cross the rivers; needless to say enemy tanks will be waiting for you!

The road proves to be the fastest route to go by (watch those fantastic scrolling graphics) but it also leaves you very

GAME: MUTANT HERD
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK, KEYS
FROM: CREATIVE SPARKS, £9.95

A quick read of the Mutant Masher's Handbook updates you on the latest armaments issue; crossed laser beams no less. Wrong! any fool can see they are cosmic brooms (mark 3, standard issue). Actually this is just as well, as the job of protecting the power supply was getting a mite too easy, so the new gear will certainly add a touch of spice.

Looking down from your observation post you can see four tunnels just opened up by the dross of creation, those pesky malicious, malevolent mutants. Any second now they'll be gushing out from their burrows and swarming towards the pulsating power generator in the centre of the screen. Good job you had three Shredded Wheat for breakfast as it's going to be some struggle.

By moving the horizontal and vertical force fields of your broom, with all the speed and cunning you can muster, the monsters can be swept into oblivion. Some will go through and eat into the generator and of course you lose a life if they munch away all the walls. But

GAME: SUBMARINE COMMANDER
MACHINE: VIC 20 + 16K
CONTROL: KEYS, JOYSTICK
FROM: CREATIVE SPARKS, £5.95

A cross between a simulator and an out-and-out shoot'-em-up, providing entertainment in direct relationship to the skill you are able to bring to the game. No way can you simply load up and start blasting; there's some homework to do first.

I had to read the submarine's manual several times and plod through a few humiliating rounds before getting my act together. To the best of my knowledge all the essential instrumentation is displayed flanking a central monitor that flips between map, sonar and periscope mode at the touch of a key.

First you must locate a convoy on the map, set your course via the compass and increase speed: slip under the surface and out of view when you hear the warning bell and switch to sonar. Refer to the hydrophone chart (the peaks are the enemy), now up with the periscope and scan the horizon. Note the scrolling screen as the enemy looms into view, steady her up and release a torpedo.

After all the swotting, success is sweet but there is no time to rest on your

GAME: THE PIT
MACHINE: VIC 20+8K
CONTROL: JOYSTICK, KEYS
FROM: INTERCEPTOR, £6.00

One of Interceptor's latest releases was *China Miner*, a fiendishly difficult platform game with excellent graphics and sound. Now this new game takes us in the opposite direction; down, down, down. Set in the jewel pits of 'Karma' the *The Pit* from Interceptor looks very impressive indeed.

The game begins with your large and graphically pleasant space-ship landing in the top left-hand corner and the player appearing below it armed with some sort of digging device.

Your quest is to retrieve at least one large jewel by tunnelling and running to the bottom of the pit and then returning. If you return without a large jewel the crew will not take you to another pit (undisciplined bunch!).

There are three main dangers in attempting this; two robots that kill on contact, boulders that fall when you dig under them and dozens of hammers that drop as you try and retrieve the large jewels. The more jewels you collect the bigger your bonus on leaving.

While battling through that lot you

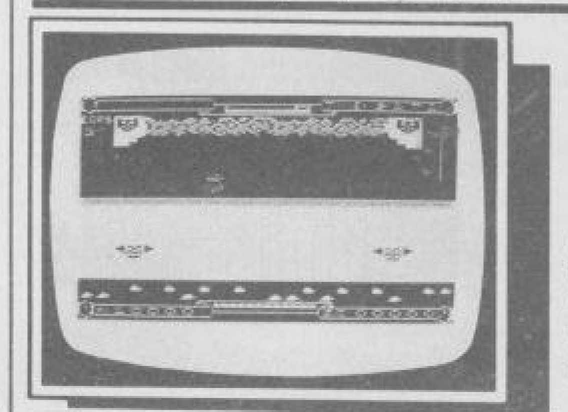
GAME: MINE MADNESS
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK, KEYS
FROM: CREATIVE SPARKS, £5.95

Sure was a real chore reviewing this one! Boring with a capital B. The insert illustration promised an exciting, chilling subterranean saga but instead I was landed with a fiddly, repetitive, graphically simplistic hunk of nothing.

The idea is to recover treasure chests, bags of gold and a damsel in distress (racing against the clock), from various nooks and crannies of a mine. These desirable objects are scattered throughout the passages, so you need to work out your route, which is often very tortuous.

The galleries and shafts are interconnected by self-motivated lifts. If you just love hanging around for lifts then you will be in your element, if not...Having secured the goodies the tedious process has to be repeated in reverse.

In order to inject some interest, or rather complications, the lifts just ain't powerful enough to carry you and the treasure chest. This means you have to meet the cargo at the top of every shaft, taking a separate, unscenic route yourself, then reload and repeat until you



GAME: PUNCHY
MACHINE: VIC+16K
CONTROL: KEYS/JOYSTICK
FROM: MR. MICRO, £5.95

Punchy is a none-too-inspiring clone of the arcade game *Hunchback*. As with virtually all Vic software the presentation leaves a lot to be desired – as does the playability.

Punchy himself is an unappetising fellow, so I'm thankful I didn't get to see what his beloved Judy was like.

There are sixteen screens to get through but I have a hunch you won't be losing too much sleep over this one. **TT**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

VIC 20 • VIC 20 • VIC 20 • VIC 20

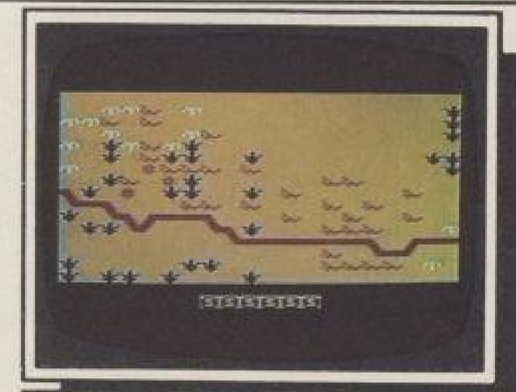
open to attack, both from the waiting tanks and the difficult-to-out manoeuvre aircraft.

If you manage to destroy the two dumps you will be given another, more difficult, mission to complete. (Just watch those enemy tanks move on mission three!)

Screen scrolling is wonderful, graphics are excellent as is the responsiveness of the controls, however I felt the sound could have been improved.

Apart from that little niggle *Tank Commander* rates as one of the best games ever written for the Vic. **JJA**

GRAPHICS	8
SOUND	6
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8



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there is one ace up your sleeve: using the same cosmic broom, sweep one of your purple Death or Glory Boys down a tunnel and then get ready for screen two.

Ah! the mutant queen is right at the bottom, guarding her eggs. Make danger man shin down the ladder, avoiding falling rocks, and plant a bomb right near the megaslug. Scramble back to the open and KAPOW! – one burrow gone. Three more to go and now some bristles are missing from the broom. Well, you wanted a challenge! A good game with reasonable graphics and an exciting build-up of sound. **LM**

GRAPHICS	5
SOUND	5
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	6



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laurels. You will want to bag a few more targets and may have to CRASH DIVE...run silent – run deep. On to pastures new, but first check the batteries, the fuel and air supply plus any damage sustained. While on predatory missions near the coast or any of the Mediterranean Islands watch out for the rocks beneath your keel. Quite a lot to monitor and therefore plenty of scope to improve your playing ability...months of fun in fact.

I was really impressed by the good use of graphics married to relevant, varied sound effects. **LM**

GRAPHICS	7
SOUND	7
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7



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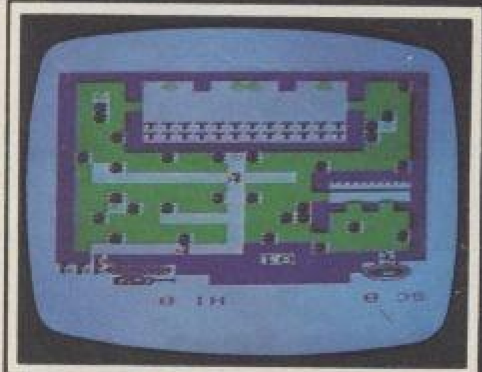
must be wary of the tank that is blasting its way through a wall to try and force your space-ship to leave without you (a cleverly disguised time limit!).

Sound is good outside the actual game with a short rendition of 'The Entertainer', at the start and a few bars of 'Congratulations' if you beat the high score. Unfortunately, game sound is disappointing and consists of little more than a few bursts of white noise.

My only slight quibble is with the poor joystick control, and although the keys are easier they are poorly chosen.

However *The Pit* looks set to be another winner for Interceptor. **JJA**

GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	7



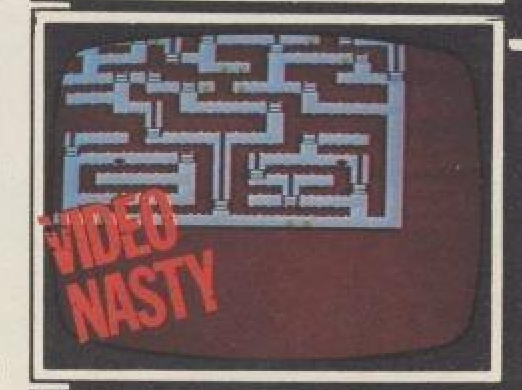
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finally break surface.

Well I did say it was boring! To make matters worse the miniscule bags of gold are virtually invisible and the sound track is infuriating.

A tingle of excitement, caused by the arrival of level two, soon dissipated when I discovered that the much-vaunted monsters, as promised by the blurb, were nothing more than purple blobs. Believe me, I didn't even bother to collect a gun and as for reaching level four to thrill at the spectacle of falling rocks...no thanks! I'll just use up my lives being squashed by a lift. **LM**

GRAPHICS	3
SOUND	2
ORIGINALITY	5
LASTING INTEREST	2
OVERALL	2



GAME: FLIGHT PATH 737
MACHINE: VIC 20 + 16K
CONTROL: JOYSTICK, KEYS
FROM: ANIROG, CASS £7.95
DISK £9.95

Sound poor, graphically unpleasant (mountains consists of straight lines). Keys are poorly chosen and widely situated (just you try accelerating with 'FI' while retracting your undercarriage with 'A' and raising your flap with 'F' all at the same time!)

Unfortunately Anirog have failed to live up to their own high standards. This program is the software equivalent of 'Airport '74'. Yes *that* bad. **JJA**

GRAPHICS	1
SOUND	3
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	3



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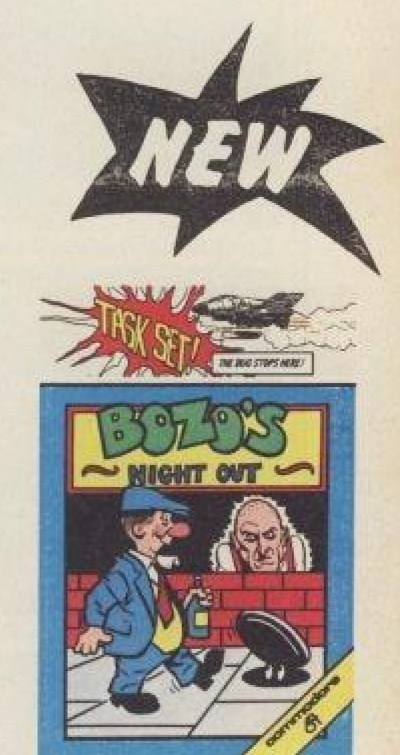
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A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.

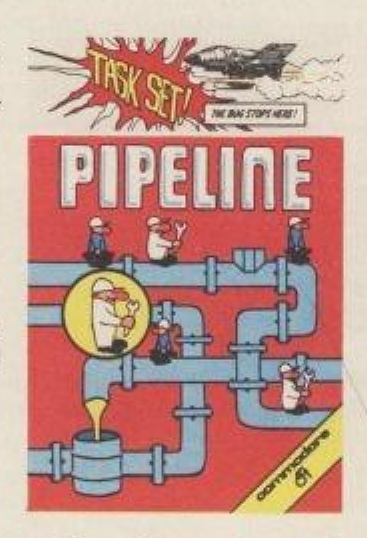
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JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes – each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.





COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.

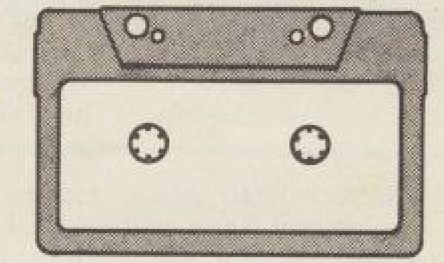
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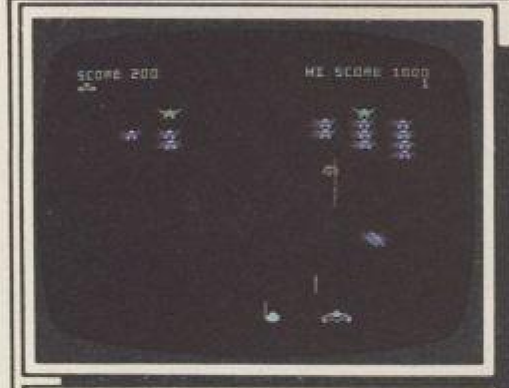
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GAME: SWOOP
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MICROPOWER, £7.95

Galaxians with smooth graphics and acceptable sound. There's a twist to the plot too – if the tumbling aliens reach the bottom of the screen they lay an egg that will destroy your laser base if they hit it.

Luckily the eggs don't hang about for long, but they add to the fun in this very enjoyable version of an old and faithful favourite. **SC**

GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	6



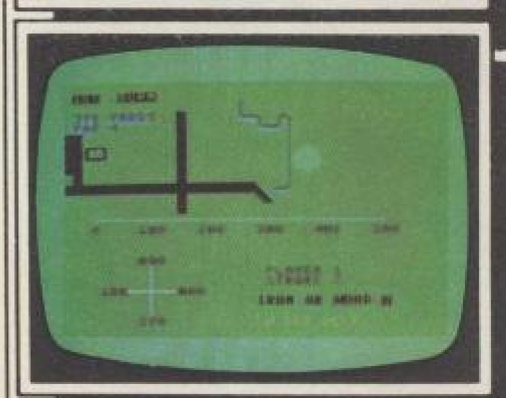
GAME: HORACE GOES SKIING
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MELBOURNE HOUSE, £5.95

Horace Goes Skiing is the long-awaited Commodore 64 version of the frantic Spectrum game.

Horace wants to go skiing, but before he can reach the ski-slopes he must cross a busy main road. The road is full of fast-moving traffic, which has to be avoided. If Horace is knocked down he has to pay $10 in ambulance fees. At the start of the game, he has only $40 to spend.

When Horace reaches the other side of the road, he enters a small ski-hut and hires a pair of skis. Skies are $10 to hire, so he must be careful not to break them.

After returning across the road with



GAME: GOLF
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: KERIAN U.K., £5.95

Golf simulations have always been unconvincing, bearing little resemblance to the real thing and, unfortunately, this version is no exception.

With the computer as your caddie and scorer, you and a partner can tee off from any of the 18 holes provided. These are all accurate reproductions of the Old Course at St. Andrews – a novel touch which adds an extra dimension to the game.

At each hole, the computer presents you with a bird's-eye view of the fairway, rough, bunkers and green. Then you have to select which of the 14 woods and irons to use. If hit at 100% power



GAME: WHERE'S MY BONES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00 CASS
£9.00 DISK

As you'd expect from Interceptor, this is a very competent and attractive program, but somehow it just didn't grab me.

The display shows a vertically scrolling underground maze – a popular format for games these days. Interceptor's caverns are populated by a variety of animated sprites including snakes, spiders and bats.

You control a ghostly figure whose objective is to descend through the various levels collecting piles of bones, avoiding the nasties and other booby-traps.

You have nine lives and for each life



GAME: MR. MEPHISTO
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: EURO-BYTE, £6.95

This is an infernally infuriating game which will have you going back to the keyboard again and again to try and give those pesky demons the run-around.

Your aim, as a good little games-player, is to reach Paradise. But, as the blurb says, 'The stairway to Heaven is fraught with peril.' Too true.

The hero begins on level 1 at the bottom left of the screen. He has to get along a narrow causeway with the raging fires of Hell on one side and a bottomless pit on the other.

His objective is the scrolling stairway which will take him up to the battlements at the top of the screen. Here he'll



GAME: WALLIE GOES TO RHYMELAND
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

The search for new game-themes has led Interceptor to the world of nursery rhymes. Plenty of scope there for original entertainment, you might think.

You could have the king's horses and men trying to put Humpty Dumpty together, or Little Miss Muffet being chased by spiders. The possibilities are endless.

So you may be disappointed to discover that this game isn't particularly original at all. It's simply five *Manic Miner*-type screens plus a shoot-'em-up sequence which you have to complete before starting each screen.

This sequence has Wallie trundling along a scrolling screen and being

MODORE 64 • COMMODORE 64

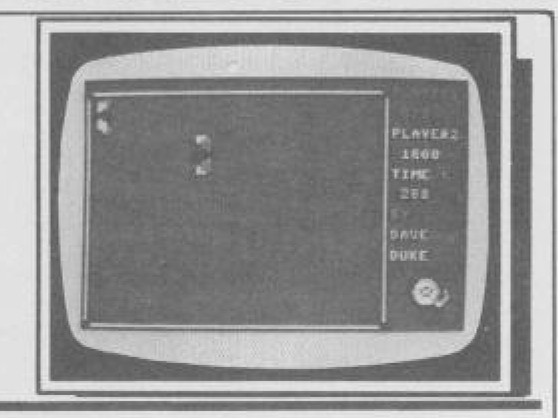
GAME: BOXING, GALACTICA 1
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: I.G. PROGRAMS

Galactica 1 is the more advanced of the two games provided, being a rather tedious version of *Galaxians*. The aliens are large and slow moving, proving easy to hit.

Boxing gives the players ten rounds to score as many points as possible. Points are gained by forcing your opponent into the ropes.

It's no knockout, but not bad by compendium standards. **PT**

GRAPHICS	4
SOUND	3
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	3



his skis, he moves onto the Hannekon ski run. As he skis down the slope, he must avoid the trees and slalom through the red and blue flags.

Passing through the flags gains points, but missing them loses points. Hitting the trees more than twice will break Horace's skis and he will again have to cross the road to the ski-hut.

If Horace completes the slalom course he can gain an extra 100 points by passing under the finishing barrier. When the course is completed, he must again cross the road to reach the ski slopes.

Horace Goes Skiing features some well-animated graphics including motorcyclists, Ford Escorts, Bulldozers and an ambulance. The sound includes car horns and a jaunty introductory tune, but the wail of the ambulance siren gets a bit tedious.

Overall, an enjoyable game, and the fact that it loads in under two minutes, thanks to the 'Parloader', is a pleasant bonus for the gamester. **PT**

GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	6

the ball travels distances of up to 280 yards. The direction of the ball's flight is controlled by an angle of the player's choice. After all the instructions have been entered, a small dot – your ball – moves across the screen and stops.

When the green is reached the view changes to a close-up showing the ball, flag and hole. Here the putter is automatically selected for you. I don't suppose you'd want a driver or a mashie niblick though, would you?

Being a reproduction of a real golf course, even pars are hard to achieve. But with practice decent scores for a round are possible. A little luck might get you a birdie or even an albatross. Don't expect to get a hole-in-one.

Golf isn't a game to give you a heart-attack from excitement and neither is this simulation. Weak graphics and non-existent sound make it a disappointing buy for such an advanced machine as the Commodore 64. Back to the clubhouse, Kerian. **PT**

GRAPHICS	2
SOUND	NONE
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	3

you are given nine shield points. You lose a life every time you run out of shields, bump into the cavern walls, or into the traps, which include moving blocks and electronic devices.

Shields are depleted every time you bump into a sprite. You get extra shield points and a bonus score each time you pick up a pile of bones.

The passages in this game are often very narrow and manoeuvring is sometimes really tricky. The actual design of the maze varies as you descend and includes a graveyard and one or two larger-than-average caverns, but the same baddies and booby traps persist throughout the game with very little variation.

If this game had come out at the beginning of the year it might well have made it to Game of the Month, but now it joins a number of other titles with similar ideas, some of which have a lot more variation in game-play. The graphics here are great, the sound effects okay (no music though), but somehow this program leaves me cold. **SC**

GRAPHICS	8
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6

find a ring (or halo) allowing entrance to the next level.

Trouble is those demons, nasty red creatures bent double with malice who are only too ready to give him a brusque jab with their toasting forks.

Should he evade these imps as they weave downstairs he reaches the battlements where he must avoid the big, bad boss devil who has a nifty trick of disappearing through the floor and emerging at the other side.

When, or if, our virtuous hero gets the key from its niche in the wall he progresses to the second level.

Now there are several stairways, with death-dealing skulls popping out of the top, as well as a host of demons.

Further levels introduce ghosts, while on the last level – The Gates of Heaven – a terrifying red devil bars your way.

Mr. Mephisto is an intriguing and compulsive game. It is pitched at just the right level of difficulty to make you sweat without ever actually inducing despair about reaching your goal. **PC**

GRAPHICS	6
SOUND	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

attacked by Jumping Jeff, Grahamipoos and raindrops. At the same time he has to jump over what are supposed to be burning pits – although they look like square holes in the ground. You'll find it extremely frustrating at first, because it's hard to stay alive for long, and after each death you must wait quite a while for your new Wallie to get going.

However, the sequence hardly changes, and once you can remember where the next attack will come from, it becomes straightfoward.

The following screens feature more nursery rhyme characters and more platforms for you to leap around on. Success depends on discovering the safe route through.

The game is nicely programmed with clear, colourful characters and smooth movement. But ultimately, it offers nothing new. There are a multitude of *Manic Miner*-type games available on the 64 offering more screens for your money. The nursery rhyme theme hasn't really been properly exploited. **CA**

GRAPHICS	7
SOUND	7
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

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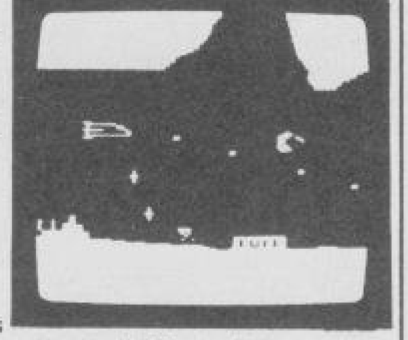
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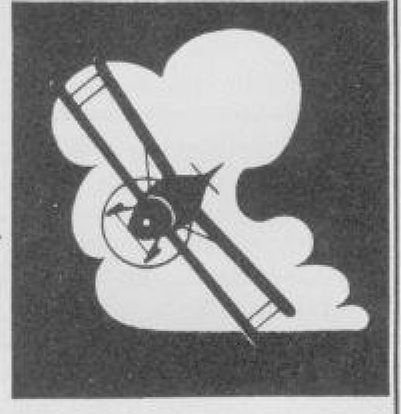
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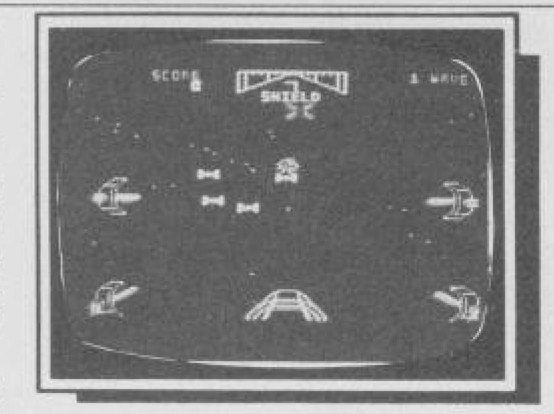
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ODORE 64 • COMMODORE 64

GAME: STAR WARS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PARKER VIDEO, £25 DISK/CART



GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

The official version of the hit arcade game *Star Wars* is now available on the Commodore 64. This version is not a patch on the original, but bearing in mind its obvious limitations it does prove quite enjoyable to play.

There are three different waves; wave one has you flying around the Deathstar destroying fireballs and shooting down Tie Fighters, while in the second scene you fly across the surface of the Deathstar blasting fireballs and shooting the tops off laser towers. In the final confrontation, you swoop down the trench towards the main reactor port. Hit the port with a proton torpedo and you destroy the Deathstar.

Nine protective shields are supplied for your ship, but one is lost each time a fireball hits you. If you lose all your shields your ship will break up and the game is over.

The presentation, with mainly black and white characters, follows its arcade counterpart quite closely. Sound effects are convincing and the *Star Wars* theme plays at the beginning.

Moving on to the higher levels you will encounter faster moving aliens and catwalks in the trench to make manoeuvering really hard. This is when you really need the 'force' to be with you!

At £25, *Star Wars* is a very expensive game but if you're a fan of the original it's really worth buying. **TT**

GAME: CAVELON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN, £6.90

You're a knight trying to rescue a maiden. Just work your way through a series of those scrolling mazes, collecting useful objects.

You can shoot the other knights and they can shoot you. You have a limited supply of 'zaps' to make yourself perfectly invulnerable. Attractive variation on a well proven game form. **BD**

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	6

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ P

GAME: POTTY PIGEON
MACHINE: COMMODORE 64
CONTROL: KEYS/JOYSTICK
FROM: GREMLIN GRAPHICS, £7.95

Is it a bird? Is it a plane? No, it's *Potty Pigeon!* This amazing piece of software is from Tony Crowther, who also wrote *Loco,* our July Game of the Month, so its pedigree is well established.

The aim in *Potty Pigeon* is to fly over a busy road full of cars going in both directions while trying to pick up twigs that lie in the middle of the road.

When a twig is safely in your clasp you must fly back to your nest and build it up by dropping the twig in it.

If all this sounds a little too easy then read on, for there are aeroplanes, frogs, weasels, balloons and nasty homing pigeons trying to stop you.

As an aid you can release lethal 'dropping' on the cars for bonus points and stun the homing pigeons.

All the action takes place over six screen lengths of very smooth scrolling scenery which includes a castle, hills and dales, shops and a forest, all of which are beautifully defined.

As with *Killer Watt* (a previous Crowther game) control of the pigeon will take some time as once you start to move in one direction it'll keep moving until you apply thrust in the opposite direction. This ability to accelerate and decelerate so very smoothly makes *Potty Pigeon* very playable.

In all there are ten levels of play (0-9) with each new level bringing added hazards and faster play. Control is via joystick or keyboard, the keyboard option having a sensible layout.

This is a quality game that will keep you happily fluttering your wings for many an hour. **TT**

GRAPHICS	9
SOUND	7
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8





GAME: UGH!
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SOFTEK, £7.95

A simple game which already exists on the Dragon and Spectrum. You are Ugh the Caveman who has to run through a little maze, collect an egg, and run home again. The egg belongs to a pterodactyl who tries to drop rocks on your head. Meanwhile a tyrannosaurus is prowling around so hang on to your spear. Because the maze is drawn diagonally, control is a little difficult.

CA

GRAPHICS	6
SOUND	5
ORIGINALITY	7
LASTING INTEREST	3
OVERALL	4

GAME: STAR CRASH
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SUPERSOFT, £6.95

Star Crash has rocketed on to the British software scene from France, but don't expect any exotic surprises because the scenario is a very familiar one. The on-board computer wakes you up in your cosy refrigerated bedroom and advises you that ill-tempered aliens are about to blast you to smithereens.

There's a long-range radar panel showing you where the opposition is and a damage monitoring system. Every time one of your systems (guidance, lasers, etc) goes out of action the display starts a rapid countdown. Once it reaches zero the equipment becomes fully operational again.

Your window on to deep space shows the traditional scrolling starry background. Aliens are only visible when they come out of hyperdrive and start blasting you. Their drive status is indicated on the radar panel, which is divided into squares. Some of the squares have white dots on them and if you chase the aliens into one of these areas then they can't fire at you.

Every time they hit you your power is

GAME: HARRIER ATTACK
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: DURELL, £6.95

Harrier Attack has been around for quite a while now on the Spectrum but the Commodore version has added features and offers some exciting gameplay.

The game is similar in concept to Virgin's *Falcon Patrol*, but the game starts as you take off from an aircraft carrier in mid-Atlantic and head for shore. Your mission is to avoid the enemy defences, reach their base, and destroy it. You must then return to your ship.

You're up against flak, anti-aircraft guns, guided missiles, and, at the higher levels, other aircraft. Your armament includes bombs and bullets, but supplies of both are limited. You must also keep an eye on your fuel, which may not get you there and back again unless you fly at a sensible speed.

The scenery scrolls smoothly past as you fly over undulating hills punctuated with inviting targets which you can either bomb or blast with your guns. The trickiest opponents are the guided missiles, but once you've developed appropriate tactics to deal with them

GAME: STAR TROOPER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: MELBOURNE HOUSE, £5.95

A new program from Melbourne House is not to be sneezed at, but the bad news is that you can get your handkerchiefs out for *Star Trooper*.

It takes guts to bring out a pure space shoot-'em-up these days, with games like *Loco* and *Forbidden Forest* storming the charts. If a game's bang, bang, bang all the way then it's got to have something special to grab your attention and empty your wallet.

Has it, for example, got absolutely mega-boggling graphics? *Star Trooper* hasn't. Does it have ear-blistering sound effects? *Star Trooper* hasn't – although it does play a very good piece of music in between games.

So what has it got? Well, you control a little man who flits about the screen blasting at waves of aliens as they descend from above or rise from below. He has to be pretty nifty because most of the aliens move a lot faster than he does, but they do have (for the most part) very predictable flight patterns.

His biggest drawback is that he can only fire in four directions. Eight is bad enough but four is very limiting and

GAME: STAR COMMAND
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SUPERSOFT, £6.95

This space shoot-out was written by someone who calls himself Clark Kent, but I think he should stick to being a super-hero and doing quick costume changes in telephone kiosks.

The scenario is all too familiar. You are flying through space when suddenly, surprise, surprise, you run into a meteor shower. You must blast away at the meteors, destroying as many as possible.

As you sit there repeatedly stabbing the fire button the program flashes up occasional status reports at the top of the screen. First your shields go, then your movement controls. If the hull goes then it's time to collect on the life insurance. You only have one policy so if this happens you have to start all over again.

Once through the meteor storm, you are given a brief time to repair your ship, using special repair units. The number of units available depends on how many meteors you managed to blast earlier. You must allocate the units to shields, hull, and movement controls as you think fit.

Next you do battle with alien craft

GAME: OLYMPIC SKIER
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MR CHIP, £5.50

If the title of this game conjures up lithe figures zig-zagging their way down sparkling white slopes on a bright, sunny day – forget it!

The graphics are colourful, but very jerky and leave an awful lot to the imagination. The sound consists of a rather monotonous tune, the occasional swish of the skis and a rather vague crashing noise when you take a tumble. This is accompanied by the word 'SPLAT' printed on the screen and in my opinion this word seems to sum up a large proportion of the game.

Your skier (who in my case was definitely not up to Olympic standard) has three events to participate in, the slalom, ski-jump and downhill.

The first (slalom) is dotted with logs and rocks as well as the gates which you have to negotiate to complete the course. Each time you pass cleanly through a gate, you hear what is described in the instructions as a 'ping'. However, if you fail to get through any three of these you are immediately disqualified and go straight on to the next test of skill, the ski-jump.

Crashing into a tree, log or rock kills you and a rather nice helicopter collects

MODORE 64 • COMMODORE 64

GAME: JUNGLE TROUBLE
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: DURELL, £6.95

This was an entertaining, single-screen game on the Spectrum in which you had to jump across a crocodile-infested river, chop down trees, leap over a fire-pit and then over a widening chasm. In this translation, the task has been divided into four separate screens. But the primitive quality of the animation and the graphics makes one wonder who Durell employed for the job: a chimpanzee perhaps? **CA**

2.6

GRAPHICS	2
SOUND	1
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	2



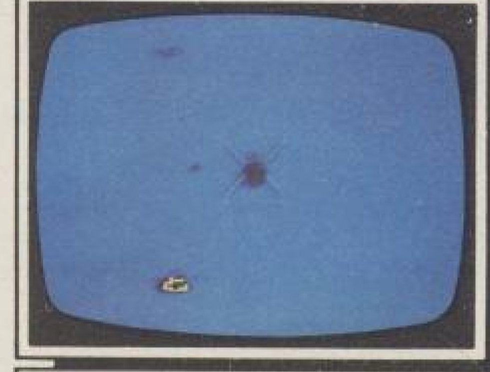
depleted and if it reaches zero you lose your one and only life. Power builds up again during quiet moments however so there's a certain tactical element involved in deciding when to hit and when to run.

The title screen flashes up details of your mission in suitably nonsensical sci-fi jargon and is accompanied by some impressive martial music.

Star Crash doesn't offer anything new for interstellar mercenaries. Expect aching fingers and not much else. **CA**

5.4

GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5



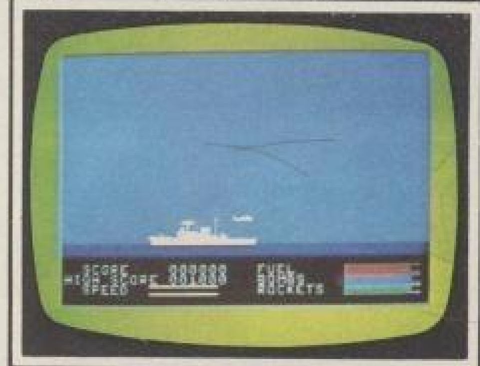
then level 1 shouldn't present too much of a problem.

That still leaves levels 2 to 5, however. The enemy's firepower becomes increasingly effective. The missiles get faster and faster, and worst of all you're liable to bump into a hostile jet who can move a lot faster than you can and is pretty nifty on the fire button as well.

The graphics in *Harrier Attack* have some nice touches and when you about-turn in mid-air the plane dips its wings convincingly. The action is fast enough and at the higher levels the game presents a real challenge. **SC**

6

GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6



even with joystick control you'll have to do a lot of jerking about to get your targets.

Every so often you must dock with a mother-ship to refill your jet pack, but there's no skill involved and not much interest either.

Don't get me wrong – I'm a great shoot-'em-up fan and have been known to stare glassy-eyed at the screen for several hours with the sweat gathering on my forehead, but I couldn't get worked up over *Star Trooper*. Enlist if you must, but this is one inter-stellar crusade I won't be joining. **SC**

4

GRAPHICS	5
SOUND	6
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	4



who swoop down towards you in groups of three. They then jerk about in front of you peppering you with a host of laser bolts.

Star Command suffers from irritating pauses between game sections as you wait for meteors and aliens to appear. There's no on-screen scoring, and during the repair phase you're likely to find yourself running out of time before you've allocated all your repair units.

There's tough competition in outer space and *Star Command* is just a bit too average for me to give much for its chances. **SC**

4.8

GRAPHICS	6
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



you on its way across the screen, doubtless to pick up other fallen skiers and deposit them on the never-ending slopes of their dreams – which I suspect are rather better than these.

Anyway, killing yourself immediately takes you on to the ski-jump in which you pound the space bar or fire button as rapidly as possible to accelerate, and have to take-off and land without mishap. Then you get your rating.

The ratings start off at the worst as Hilarious (which I must admit I achieved rather frequently at first). I finally progressed to Rubbish. Not that it's hurt feelings that make me think this is a duff game. **SH**

4.4

GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5



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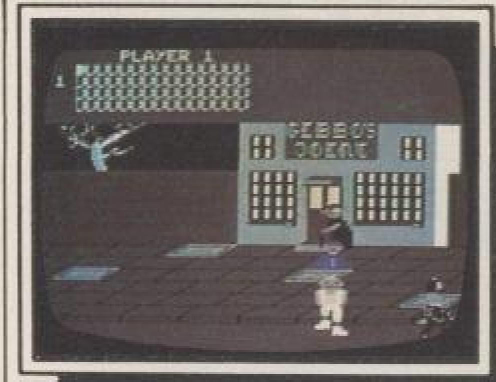




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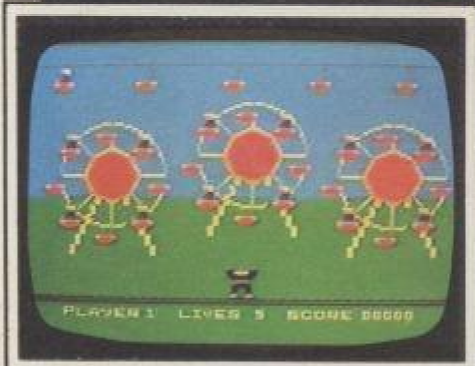


GAME: BOZO'S NIGHT OUT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: TASKSET, £6.95 CASS, £10.00 DISK

The aim in this one is to arrive home after a night out as drunk as possible. So I'm sure it won't appeal to any readers of PCG.

The action starts with Bozo leaving a bar where he's been drinking pints of 'wobble juice'. He emerges on to a handsomely drawn street to discover that a policeman, an old lady, and a yobbish-looking gentleman are after him.

So you must guide him carefully, dodging the company, and also the numerous man-holes which may open at any moment.



GAME: CARNIVAL MASSACRE
MACHINE: ATARI
CONTROL: JOYSTICK
FROM: THORN EMI, £9.95

Carnival Massacre takes you out to the fairground, where Butcher Bill and Ruthless Rick are indulging in a bit of Bank Holiday human sacrifice.

That (of course) is where you come in, reckless hero that you are. The cartridge loads instantly, so there's no excuse for hanging around while decent folk meet their doom.

Butcher Bill has hit on the bright idea of zooming along the top of the screen dropping rocks on to the three ferris wheels below. Jolly fairground music plays as the people on the wheels get hit by falling rocks and plunge earthwards.

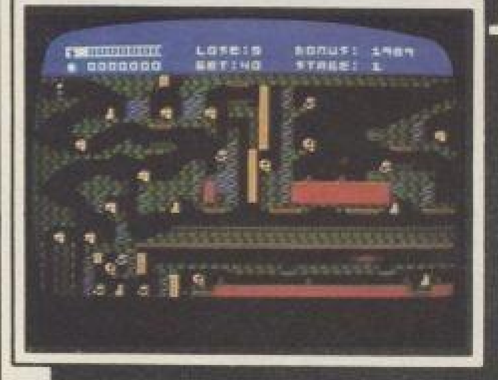
You must rush to and fro along the



GAME: ORC ATTACK
MACHINE: ATARI 400, 800, XL
CONTROL: JOYSTICK
FROM: CREATIVE SPARKS, £6.95

Orcs are not, by any stretch of the imagination, nice people. Instead of waiting for an invitation, like civilised folk, they just come charging at your walls with arrows and spears without so much as a 'by your leave' or a 'may I?' An Englishman's home is his castle. In this case it's a castle anyway. So there you are, patrolling your battlements and moving about like a glove puppet.

Down below are those vulgar Orcs. They stride around purposefully and you can see they're evil because they have enormous green, beaky noses. Some fire away at you with crossbows, while others get ladders to scale the



GAME: CAVERNS OF KHAFKA
MACHINE: ATARI
CONTROL: JOYSTICK
FROM: COSMI, £8.95 CASS, £12.95 DISK

Remember *Aztec Challenge* and *Forbidden Forest*? Both games were programmed by Paul Norman and now here's his latest winner, set in an underground Egyptian tomb.

Caverns of Khafka is essentially a *Manic Miner* game with variations. The caverns are littered with treasure which your little animated figure must collect in order to move on to the next level.

There are four levels, and in each one you explore the caverns negotiating moving platforms, acid baths, ladders, and other hazards.

Levels two and three have the added attraction of killer bats and darts flying through the caves. In level 4 –oops! –

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★



64 • ATARI • COMMODORE 64 •

As he makes progress, the screen scrolls along the street. If he tires of this, he can nip through a doorway for a dangerous 'shortcut' through a very pretty-looking park, populated by bizarre creatures. I recommend sticking to the street: it's no longer and a lot safer.

Once you reach home the scene switches to the next night, except that this time you've had five extra pints. Unfortunately the more Bozo drinks, the harder he is to control. But every time he gets caught he loses from two to five pints, and sobers up a bit.

By the time you reach about 35 pints, a tartish-looking young lady joins those chasing you, followed by pink elephants. At around 47 pints your control of Bozo breaks down almost completely and he lurches wildly all over the pavement making further progress nigh impossible.

Bozo's Night Out comes across as a rather simple game. On the other hand it offers pretty graphics, a different game idea and nice touches of humour. **CA**

GRAPHICS	9
SOUND	5
ORIGINALITY	9
LASTING INTEREST	5
OVERALL	7

bottom of the screen dodging the rocks and trying to catch the holidaymakers before they hit the ground.

Once you've rescued – or failed to rescue – all the people, a pistol appears on the ground and a small hourglass materialises in the sky. Now it's your turn to blast away at Butcher Bill for bonus points before you saunter along to the next sideshow.

In the next screen Ruthless Rick clambers up the roller-coaster and plants bombs. Once again you must catch the unfortunates who are thrown to almost certain death by this anti-social behaviour.

Butcher Bill joins in the fun at this stage, dropping his rocks on you whenever he gets the chance. As in the first screen, you get the chance to hit back at him when there is no-one left to catch.

Carnival Massacre is a simple game with pleasant but repetitive music. It's not quite all the fun of the fair, but it's good for a few turns. **SC**

GRAPHICS	6
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

walls. But you are not defenceless: at either side of the screen are cauldrons of boiling oil and swords.

Oil is a particularly potent weapon. When a horde of Orcs is nearing the top of the ladders you sneak up, give it to them and watch them take a tumble.

The swords are for when they reach the top. You grab one and slash away at Orc after Orc. This is pretty dangerous as you run the risk of getting a crossbow bolt in your eye, which takes some time to pull out.

You have two lives and next to this number is displayed the number of hits you can take before losing one. When you're out of lives there is a gruesome scene as your head drops off and falls to the ground.

As well as ordinary Orcs you will also come up against a sorcerer and his evil spirits, Stone Warts and Demon Trolls.

The game is good fun, but is definitely not for those of a nervous disposition. Graphics seem a little blurred for the Atari but the sound is adequate. **PC**

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

the ground seems to have disappeared, and the only way you can find your way about is by looking carefully for tell-tale signs of safe pathways.

You start the game with five lives and must collect 40 treasures. You get an extra life for every 20 treasures you collect and a period of invincibility for every ten treasures.

By the time you reach level 4 you have to hunt down 80 treasures – a mammoth task that should keep most gamesters busy for quite a while.

The graphics and sound on *Khafka* aren't quite up to the standard of some platform games currently on the market – *Son of Blagger* for example wins on both counts.

However the game is very playable once you get the hang of using the joystick, which uses a rather fiddly combination of button and stick pushing to achieve all the different movements.

Caverns of Khafka should tempt quite a few gamesters underground. Paul Norman sadly hasn't produced another *Forbidden Forest*, but this is a very enjoyable game nonetheless. **SC**

GRAPHICS	7
SOUND	4
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	7

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG H

GAME: ENCOUNTER
MACHINE: COMMODORE 64, ATARI
CONTROL: JOYSTICK
FROM: NOVAGEN, £9.95

Hot, sweaty, and shaken, you'll need a shower and a long rest to calm your nerves after playing this exciting game.

Encounter has you speeding to and fro across a 3D alien landscape, hunting down alien craft and teaching them good manners with the aid of the fire button. The speed of the action is astonishing and the 3D effects are right at the top of the league.

The only way to describe this game is to say that it's like playing *Battlezone* at high speed, with better graphics and more variety. You peer through the windscreen of your ship at a vast deserted plain punctuated by large black pillars. As you move about the display scrolls smoothly in all directions with faultless perspective.

Suddenly your radar screen picks up an alien and then you find yourself careering madly across the plain in pursuit, dodging shells and loosing off as many of your own as you can. The shells ricochet off the pillars very realistically as you play cat and mouse with the opposition, who can move a lot faster than you can. They're also very good shots.

Once you've despatched a sufficient number of aliens and dodged guided missiles in a running battle that involves strategy as well as speed, you're given a few seconds to find and enter a dark gateway. If you don't get there in time you find yourself facing another attack wave.

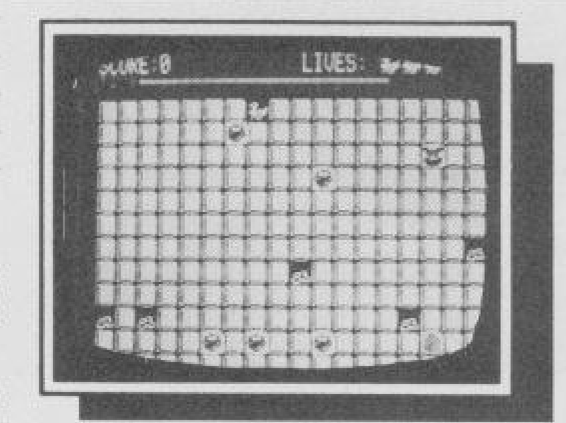
If you do get through the gateway then you suddenly find yourself speeding through space dodging asteroids as you head for the next of eight levels of play. Night has fallen on the planet and the aliens are meaner than ever.

There are three skill settings and you have five lives. *Encounter* is a chart-topping bit-blaster that no Commodore or Atari owner should be without. **SC**

GRAPHICS	10
SOUND	6
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	9

MOS • ORIC • ATMOS • ORIC

GAME: QUACK-A-JACK
MACHINE: ORIC 1/ATMOS 48K
CONTROL: KEYS
FROM: SEVERN SOFTWARE, £7.50



GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

Where could you meet kangeroos, vampire rabbits and prawns? Give up? The answer is in *Quack-A-Jack*, a zany new game from Severn Software.

As Red Jack, a famous pirate duck (hence the name of the program), you find yourself in a strange dungeon. Your prison is littered with valuable gold coins and weird eggs. Get the coins and eggs to score points.

If you fail to collect an egg within a certain time limit, it will hatch a fearful winged monster, the Terraductile (shouldn't that be Pterodactyl?). This zooms across and destroys you. Initially there are five eggs to collect, but later on this number increases dramatically.

The chasers (there are 16 different ones, including burgers, prawns, micros and ice-cream cones) together with the stationary cooking pots continually make life difficult; you must avoid them at all costs.

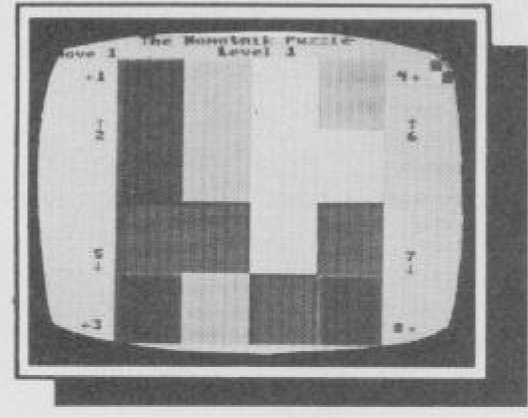
The Toy Room – those teddies look mean! – is just one example of the humour in this program, and they're not joking either!

Your weight crumbles the flagstones as you move off them, to make impassable gaps. These gaps can be lethal later on, if your passage to an egg is blocked by a balloon or ghost. In a real emergency (i.e. frequently) a whole horizontal row can be moved left or right, enabling you to get off an 'island' you may have created by mistake.

The graphics are colourful and very well done. The programmer has also given each chaser unique movements. Control keys are easy to use; a 'pause' feature is provided as well as a Hall of Fame. On-screen instructions are a virtual copy of the cassette insert, but fortunately you can skip through them before each game. Each new screen brings a different little rhyme. There is one serious bug however: if you start a hard game (press option 2 – start at screen 6), you start with a 25,000-point bonus!

All in all though, an addictive, exciting and challenging game which is worthy of a place in anyone's software collection. **RAW**

GAME: NOWOTNIK PUZZLE
MACHINE: ORIC 1/ATMOS 48K
CONTROL: KEYS
FROM: TANSOFT, £6.90



GRAPHICS	6
SOUND	3
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	5

Not being one who particularly enjoys solving puzzles, I was loath to receive a program to review that claims to be a 'sort of Rubik's Cube'. Gradually my opinion changed, so that now I think *Nowotnik Puzzle* is the best puzzle game available for the Oric, and I even like playing it!

Several screens of instructions are thoughtfully supplied; although the puzzle itself is relatively simple to follow and understand after a few games. You must arrange a randomly mixed grid of squares into four separate squares, each consisting of segments of a single colour.

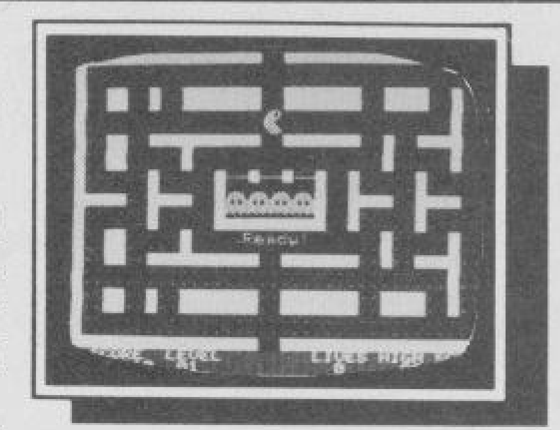
There are five levels of difficulty, which determine the degree of fragmentation of the shape. When I first saw the easiest level, with 16 squares of various colours, I thought it was a pushover – it wasn't; but you should see the hardest level – it's impossible (well, nearly!).

In the top right-hand corner there is a miniature reminder of what the final product of your efforts should look like. You use the numerical keys 1 to 8 to move the fragments about. The arrows by the numbers on the screen indicate which way the grid moves when you press that number.

The motion of shuffling the square is particularly good – fast and smooth. Sound is only mediocre, but that isn't a fault as sound isn't essential for this kind of program.

If you haven't the time or patience required to solve puzzles like this, you won't think this program is such a good buy. But if you enjoyed Rubik's cube you'll probably love this. **RAW**

GAME: GHOSTMAN
MACHINE: ORIC 1/ATMOS 48K
CONTROL: KEYS
FROM: SEVERN SOFTWARE, £7.50



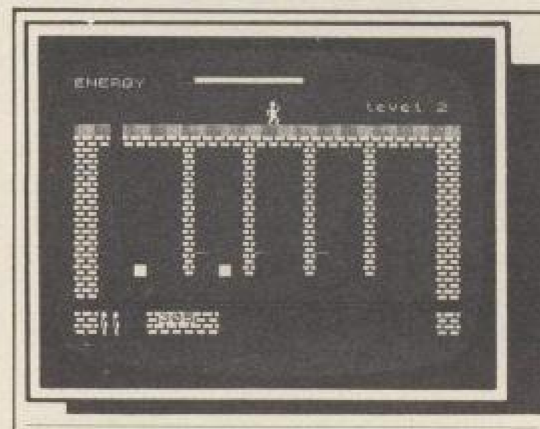
GRAPHICS	5
SOUND	6
ORIGINALITY	0
LASTING INTEREST	6
OVERALL	5

Well, I never, another *Pac-Man* clone, but do Oric owners need another version of the game? What we don't need is several almost identical versions. IJK's *Ghost Gobbler* is very similar to *Ghostman* and Tansoft's *Oricmunch* isn't much different either.

Unless you've been on Mars for the last couple of years, you'll know that the aim of the game is to go about a maze, gobbling dots and avoiding ghosts, eating bonus fruit if possible. There is only one maze in this version, which is well laid out. The graphics are uninteresting and blocklike but smooth, and colour is used unimaginatively. The maze is white, and features a green pac-person and ghosts (this colour changes as you progress through each level). There isn't a joystick option or any chance to change the controls.

There are several good points – the keyboard control is excellent, action is fast and smooth, the ghosts are intelligent, an almost obligatory Hall of Fame is provided, the volume of sound is controllable and the appropriate arcade noises are supplied.

Even so, I feel that the Oric isn't used to its full potential. If there were a few more mazes, multi-player options and better graphics, it would be a much better buy. **RAW**



GAME: BEWAREHOUSE
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: POSITIVE IMAGE, £5.95

There's a quaint feeling about this game, although it won't really charm you if you've paid out good money for it. It's an old-fashioned jump the balls and avoid the falling boxes game with equally ancient graphics.

The animation is slightly jerky and the game is very boring. On higher levels ghosts appear but they don't make it any more haunting. **PC**

GRAPHICS	3
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

GAME: WORLD CUP
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: ARTIC, £6.95

Football is an extremely difficult game to simulate on a Spectrum, and this isn't a very successful attempt.

The setting is a World Cup tournament, and you start by deciding what team you want to represent, and whether you're playing against the computer or against other players.

So far so good. But when the players make their appearance on the pitch accompanied by a horribly out-of-key rendering of the Match-of-the-Day signature tune you begin to have doubts.

The players are tiny stick figures, black for one team, white for the other. Their animation isn't very convincing, consisting mainly of a rather jerky run. And when two opposing players overlap, the black one momentarily disappears, making it hard at times to keep track of play.

But the biggest draw-back is the play itself. You can't, of course, control all your team's players at once (there are six per side) – you simply control the one nearest the ball. If your opponent has possession, you must try to run your

GAME: STUART HENRY'S POP QUIZ
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: BELLFLOWER, £5.75

Are you ready pop pickers? Okay, here's the first question: whose real name is Freddie Bulsara? No, I didn't think you'd get it. It is, of course, Freddie Mercury. And with a name like that it's no wonder he changed it.

That's just one of the 756 questions you'll have to wrestle with if you take on Mr Henry's pop quiz. They aren't all quite so obscure as the one above. For instance, you can count yourself an utter pop music dunce if you don't know who starred in the film Summer Holiday.

The large number of questions is divided into several different quizzes, each of which starts with this program's gimmick – a mystery tune. A musical staff appears and when you get a question right you have the chance to fill in one of the notes. The only problem is that the burst of music is so short – only five or six notes – that it's very difficult to recognise it.

Players must remember to be careful typing in exactly the correct answer, although what the program considers correct is sometimes a bit puzzling. I

GAME: CARPET CAPERS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, JOYSTICK
FROM: TERMINAL, £5.95

If you haven't quite got the artistic touch with a brush to play a *Crazy Painter* game you could do worse than try your hand at this more robust variation.

Instead of painting you have to lay carpets. This is difficult enough at the best of times, but in *Carpet Capers* you face a host of problems besides banging your thumb with a hammer.

The game has nine screens, each one representing a different room to be carpeted and each one presenting particular problems. In the conservatory there are numerous bushes to be avoided, in the billiard room an enormous table blocks your path.

In each room you have a target – in pounds – for the amount of carpet you must lay. You get only £1 for every square foot and penalties are incurred for being too slow.

Scattered around the screen are the various tools you need to do the job: hammers, tacks and cutters. These must be collected before you can start scoring. You must also regularly stop to eat the food and drink the tea which are in the rooms.

The main trouble, though, is that the house is full of rival fitters, all beavering away to cover the same rooms.

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT

GAME: STOP THE EXPRESS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC
FROM: SINCLAIR, £7.95

A swashbuckling adventure this, with graphics rarely equalled on a Spectrum.

You take on the part of a very cute-looking secret agent with green suit and a bright yellow mop of hair. Right from the start, when you see yourself lowered down a rope on to the roof of a moving train, you know this is going to be a special mission.

Your aim is to stop the train by reaching the front of it, 20 carriages away. But what a train! Beautifully drawn in blue, red and green trim, it scrolls handsomely across the screen as you move along it, leaping from carriage to carriage.

No time to enjoy it though, because evil red agents (the KGB, no doubt) are climbing on to the roof behind you and hurling knives at your back. Fortunately, although you have no gun, you're a very athletic person. You can run in both directions, jump up, left and right, and lie down to dodge knives.

You can knock the reds off the train by kicking them, but a much safer (and more entertaining) method is to use the 'snake birds' which fly overhead. Just leap up and catch one, and then release it so that it wriggles along the train devouring anything red in its path.

With some practice it's possible to get half-way along the train, whereupon stage two begins. This time you're inside the carriages and the red agents are attacking you from the front. You must leap over them, while dodging ghost-like creatures overhead.

Should you manage to reach the front, you simply try again with more reds to avoid.

One nice touch is that after you've perished you can see a complete replay of your mission. Indeed, as I write this, I am happily watching myself reach within two carriages of the front. Makes you truly proud to belong to the CIA. **CA**

GRAPHICS	10
SOUND	7
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	9

UM • SPECTRUM • SPECTRUM

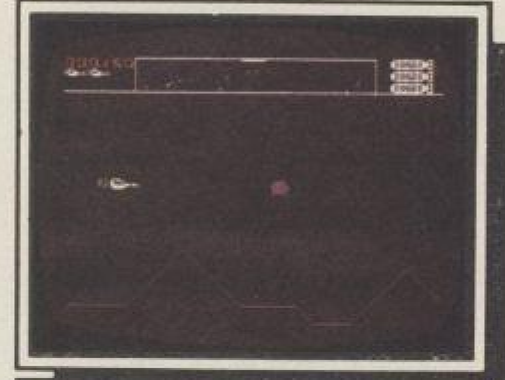
GAME: DEFENDA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, KEMP
FROM: INTERSTELLA

This is an above average version of *Defender* that should please all shoot-'em-up addicts. This version has reasonable graphics and impressively fast action. All the usual features are here as you zap about the skies blasting aliens and rescuing humans.

If you don't have a joystick, not to worry, there's a good selection of control keys to choose from. **SC**

4.8

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6



man into the man with the ball in the hope that the 'tackle' leaves you with the ball.

If it does, then your best tactic is simply to weave your way toward the goal using the single player – this is far more successful than trying to pass, but unfortunately it results in a rather boring game. Similarly the easiest technique for scoring is not to shoot – the computer-controlled goal-keepers are too agile. Just dribble the ball right into the net...!

Unfortunately I couldn't see what the nicely drawn spectators were getting excited about. **CA**

3.2

GRAPHICS	4
SOUND	1
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	3



typed in 'The Kinks' in reply to one question only to be told that I was wrong – the correct answer was 'Kinks'.

Even though the program claims to contain 756 questions you soon find the same ones cropping up in different quizzes, which doesn't do much for maintaining your interest.

But the whole thing is well-presented in a straightforward way and there is a good cause to benefit from the sales – a percentage of the profit will go to the Multiple Sclerosis Research Fund, a charity close to Stuart Henry's heart since he suffers from the disease. **PC**

5.2

GRAPHICS	5
SOUND	6
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



To move from room to room you collect the key and find the right exit – but only after reaching your target.

If you carpet yourself into a corner you have to wait for your apprentice to come and rescue you – there's no walking over new carpet.

Carpet Capers is frenetic fun but its graphics are disappointing – the figures are small and there are so many rivals about that the screen display is sometimes very confusing.

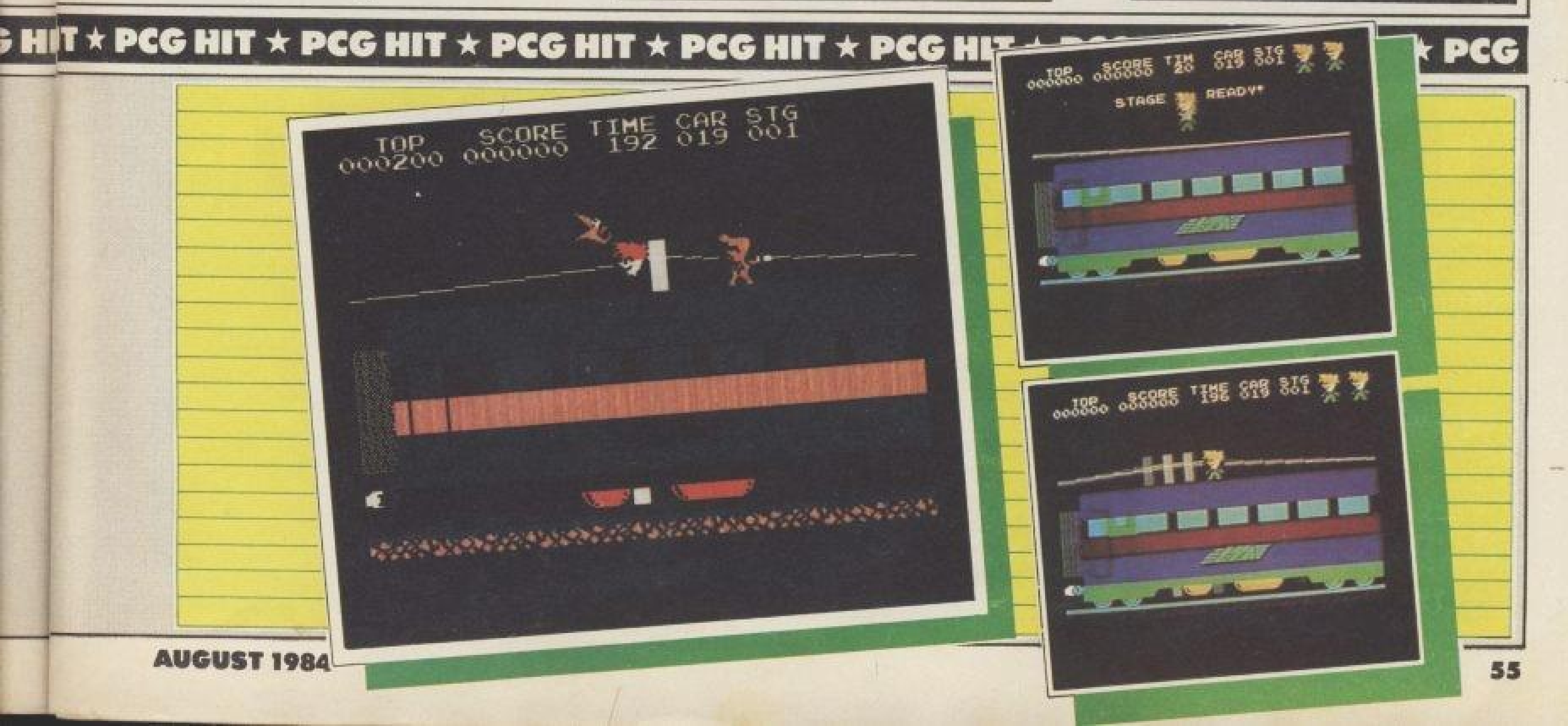
Particularly annoying, though, is the layout of the keys. What excuse is there for having up and down next to each other? Get a joystick if you want to play this game. **PC**

5.8

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	6



HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG




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GAME: HOWZAT
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: WYVERN, £5.50

Howzat, as you've probably guessed, is a cricket simulation. Unfortunately Wyvern fail to tell you that it's for two players, and knowledge of the real game is helpful.

After a brief introduction, the game gets underway with the option of one day or first class cricket. If you choose one day cricket you can play in a variety of matches from the John Player League to the Texaco Trophy. On the other hand, if you choose first class cricket you have the option of playing in County or Test cricket or going on tour.

Following this, you pick your team. All of the 17 first class county squads and the seven test squads are available for you to select from. Alternatively, you can choose your own team from the squads or enter your own set of names. Each player has his own changeable skill ratings.

After choosing your opening batsman your opponent positions his fielders and selects a bowler. The actual playing screen consists of a white boundary line inside which are the players and wickets

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GAME: CONQUEST
MACHINE: SPECTRUM
CONTROL: KEYS
FROM: CHEETAH SOFT, £6.95

'Mediterranean Europe is divided into grid squares. Your aim, as Emperor, is to gain 100 squares of territory as quickly as possible – at the same time dealing with Barbarian counter attacks, plagues, civil war and rival Emperors.

After positioning your capital city your one legion attempts to expand the frontiers of your Empire. For every five squares of territory gained you are awarded an extra legion, with a maximum of 16.

Once all your legions have moved, a year passes and the computer shows the amount of taxes gained and other events of the year. If you're lucky you will only lose a little territory to the Barbarians. On the other hand you could be hit by a plague, civil war or even assassination – depending on the level of play.

To aid you in your bid for European supremecy, you can build forts to protect land, and ports and canals allowing you speedy transportation of troops.

The game offers five levels of difficulty. In the first you only have to contend with the Barbarians and each further level adds an additional hazard, with the fifth giving you the works, and therefore, taking longer to play.

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: SABRE WULF
MACHINE: SPECTRUM 48K
CONTROL: KEMPSTON, CRSR, SINC
FROM: ULTIMATE, £9.95

The weeks before the release of a new Ultimate game are always exciting. The company's previous two releases, *Lunar Jetman* and *Atic Atac*, were not only expertly programmed but brilliantly original – both pushed back the frontiers of what was possible on a Spectrum.

So what would the next game be? Could Ultimate do it again? With hands sweating, you jam the cassette into your recorder and load up while feverishly trying to make sense of mysterious clues in the cassette inlay. It's loaded. You start playing and ... disappointment.

It's just a version of *Atic Atac*.

Those are your first thoughts. But as you begin to get into the game, begin to understand those subtleties and those visions, your disappointment is replaced by mounting awe, mounting delight. Make no mistake. *Sabre Wulf* is Ultimate's best entertainment yet.

As is Ultimate's custom the game's instructions do not spell out exactly what you're supposed to do, nor how the various game features work. Some things quickly become clear. Others don't. If you want to work it all out for yourself, don't bother reading on.

You play the part of a new hero, Sabreman, who finds himself lost in the middle of a mysterious jungle. The jungle is in fact a vast maze which, after hours of work, we have mapped out for you on the next page. It's a size of no less than 256 screens, although this has been achieved by repeating many screens in different locations.

Each individual screen shows pathways walled off by rows of extremely colourful plants and trees. When you move Sabreman along the path to the edge of the screen, the picture is replaced by the adjacent screen of the jungle.

As in *Atic Atac*, no sooner has the explorer moved into a location than vicious creatures materialise all around him: from snakes, scorpions, frogs and parrots, to gorillas, fruit bats and lizards. They're colourful, nicely animated and lethal to touch.

But our hero is not called Sabreman for nothing. His sabre chops into them, makes them disappear in a puff of smoke. Other animals such as rhinos and hippos are indestructible but are turned away by the sabre.

The way Sabreman uses his sword is a delight. Just press the fire button, and he weaves, flashes and thrusts in fantastic style. Provided he is facing the attacker, he is safe.

Another crucial aid is the use of orchids. These flowers will bloom for a couple of seconds, and if Sabreman is nearby he will be stained the colour of the flower and rendered invulnerable to attack so long as the intoxication lasts.

There are five different types of orchid; one speeds him up, another slows him down and the purple orchids disorientate him so that you must operate the controls in reverse! Despite these complications it's imperative to make good use of the orchids, because under their protection Sabreman can cover a good deal of ground in safety.

On his travels he will come across a large number of objects which he collects automaticaly by passing over them. Most of these are simply treasure or spoils to gain extra points. But the small red statues are invaluable as each one of these gives an extra life.

What about the 'Wulf' itself? This impressive looking creature inhabits a strip at the bottom of the jungle and is invulnerable to Sabreman's sword. But apart from the occasional savage attack his part in the game is relatively minor.

The task, apart from staying alive, is to escape from the jungle through a cave. The cave is hidden inside a temple, which is two locations above the start. But to reach it you must travel through almost the entire maze.

What's more, the cave is guarded by a keeper who will only be moved by an amulet which has been broken into four pieces and hidden around the maze. So you must find the pieces, which are hidden in different locations in each game, and then enter the temple.

I can reveal that the only clue to the whereabouts of the amulet pieces is given by the natives. When they are directly in line with a piece horizontally and vertically, they turn slowly and a stern tune is played.

That is just one of the many fine effects that show the incredible attention to detail in this program. *Sabre Wulf* will get even an expert game-player engrossed for many hours. I'll even stick my neck out and say it's more fun than *Atic Atac*.

CA

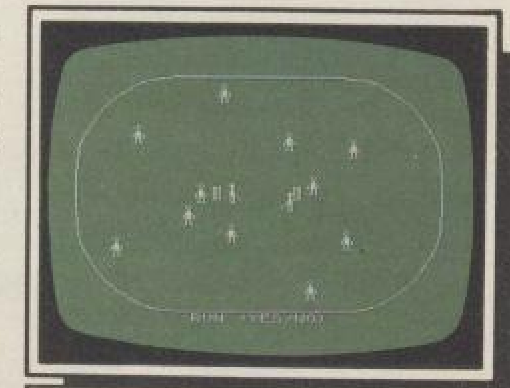
GRAPHICS	10
SOUND	9
ORIGINALITY	8
LASTING INTEREST	10
OVERALL	10



(also white). Graphical quality is minimal as the players are simple stick figures with poor animation. Other displays such as the scoreboard, bowling analysis and scorecard are all set out like the real thing and are just as good.

In testing this program one major bug was found. When choosing the teams it is possible for the same player to play in both sides and also it's possible for one team to play itself, for example: England vs England or England vs Somerset in which Botham plays for both sides. Wyvern could have easily prevented this by including a simple check in the program. **JF**

GRAPHICS	3
SOUND	1
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	5



Graphics are good and distinctive with the map of Europe clear, accurate and well presented. The rest of the graphics, such as the legions, the Barbarians and the forts are simple but well-done. Colour has also been used well.

Unfortunately, sound is not up to the same standard. A tune is played at the beginning and end of the game, but otherwise is unused.

If you like strategy this game's for you, rating high on lasting interest and originality. Even shoot-'em-up freaks may be tempted to try their hand at playing the ultimate imperial megalomaniac. **JF**

GRAPHICS	6
SOUND	4
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	6



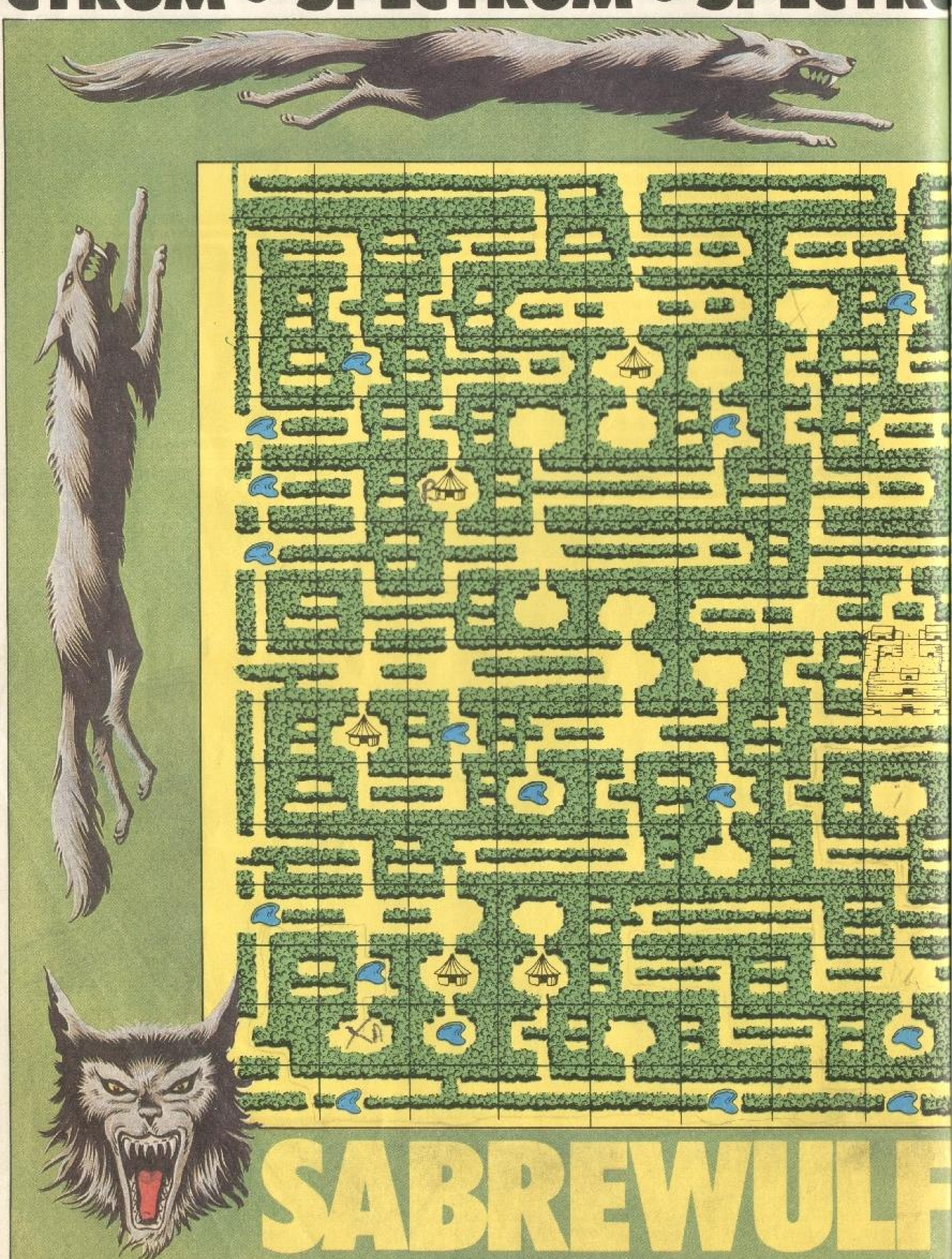
CG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

Ultimate's team effort

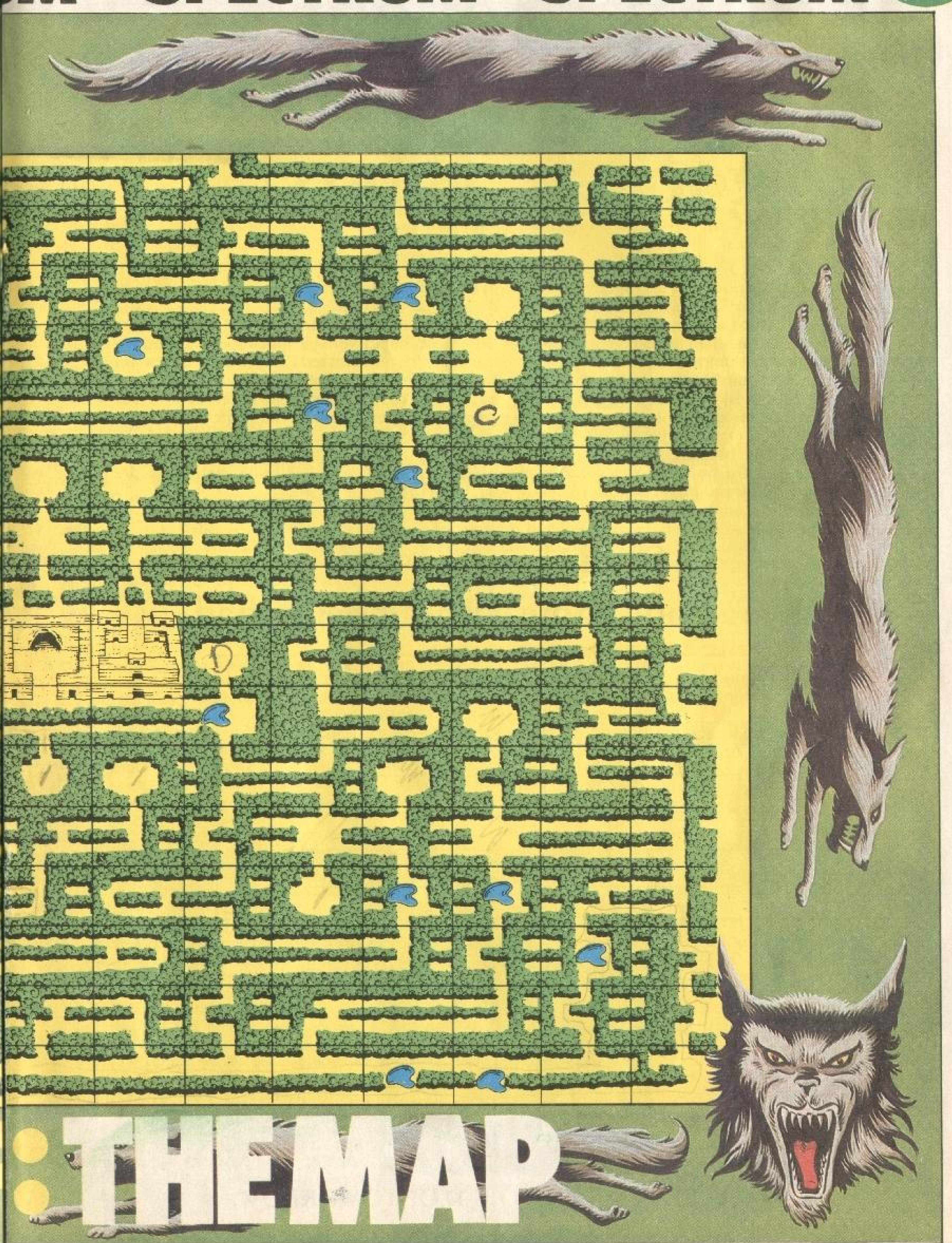
For some time now Ultimate have been recognised as the most exciting software house around. The fact is, they have yet to release a game which is less than superb. Which is some record.

All their programs are a team effort, the team consisting of brothers Tim and Chris Stamper with Carol Ward and John Latchbury. Chris and John program the structure of the game, while Tim and Carol concentrate on the graphics. 'We have been working on *Sabre Wulf* full-time and at weekends, ever since completing *Atic Atac*', said Tim. This six months development time was responsible for the decision to sell the game at almost double Ultimate's previous prices.

Much rests on the success of this game, because (and this is supposed to be a secret) it's to be the first in a four-part series. But don't worry Ultimate – you've got another sure-fire hit.


SABREWULF

UM • SPECTRUM • SPECTRUM



THE MAP

ITH • GAME OF THE MONTH

GAME: THE LORDS OF MIDNIGHT
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: BEYOND, £9.95

Let's not beat about the bush. Forget all those two-bit games that claim to be the greatest thing since sliced bread. Just get one thing into your head – *The Lords of Midnight* is THE game for the Spectrum. There is absolutely no doubt about it.

No, it's not a new arcade game, or an adventure game, or a strategy game. It really is something completely new, a type of program that only a year ago you couldn't even have imagined running on a home computer.

Just imagine a game with a staggering 4,000 locations. Not only that, but every one a full-screen colour display with panoramic views in all directions. Add to the scenery no less than 32 major characters, a quarter of a million soldiers, dragons, wolves, and other fictitious beings, and you begin to get just an inkling of the scope of this game.

The scenario is a familiar one, but still presents an enormous challenge to even the most experienced games player. Doomdark the Witchking holds the land of Midnight at the mercy of the Ice Fear, an evil force that saps the courage and well-being of his enemies. Your task is straightforward – rally the Free to your cause, defeat Doomdark, and liberate the land.

The program comes attractively packaged with a comprehensive 30-page booklet giving background details to your quest, information about the land of Midnight and a short story. Don't skimp on the story, it gives valuable tips on gameplay.

Taking the role of Luxor the Moonprince, Lord of the Free, you can use the Moon Ring to see through the eyes of



any other character loyal to you. At the start of the game you have three servants – Morkin the Boy, Corleth the Fey, and Rorthron the Wise.

Your servants can be moved around the country, enlisting soldiers and recruiting other Lords to your cause. Every time a new leader joins your forces, you are given control over him and are able to move him about in the same way.

In order to defeat Doomdark you must either wipe out his armies or destroy the Ice Crown from which he draws his power. A purely military victory is very difficult since even if you manage to recruit every available man, you will still be outnumbered by approximately four to one.

Destroying the Ice Crown isn't easy either. The only person who can get hold of it is Morkin and he is very vulnerable. Others may help him in his task, but there are no tips about this in the instructions so you'll have to find out during play.

As you move the characters about the country, you will see a whole world unfold about you – ancient standing stones, forests, citadels, mountains, caves, even igloos! Every feature holds a secret or tells a story – but beware, some secrets are best left undiscovered.

During the game you will manoeuvre your armies and engage in battle with hostile forces. Every leader has his own character and some are more reliable than others.

Once you've moved all the characters in your control and issued the necessary orders, night falls and the computer gets to work. Your humble Spectrum has been elevated to the position of commander-in-chief of Doomdark's forces, and it does a frighteningly efficient job.

The Lords of Midnight is excellently presented on screen, with a beautifully designed character set and an entirely convincing representation of the country around you. After a couple of days' playing I found myself able to tell from the screen exactly where I was and which direction I was heading in.

And I MEAN a couple of days' playing! It kept me up till 5 o'clock in the morning on one occasion. Once you get into it, *The Lords of Midnight* is mind-gripping to an almost unhealthy degree.

Beyond Software, producers of best-selling *Psytron*, have done it again. This is a superb game and a must for all 48K Spectrum owners. **SC**

GRAPHICS	9
SOUND	NONE
ORIGINALITY	10
LASTING INTEREST	10
OVERALL	10

From nags to riches

Mike Singleton, programmer of *The Lords of Midnight*, wrote his first computer program three years ago – and ended up in court! 'It was a racing simulation game for a betting shop', he told PCG, 'and we had it up and running in the shop, only to discover that we had broken some obscure law. We had to withdraw the program, though I think we did sell a couple of copies to someone in Ireland!' After this unfortunate experience, Mike started producing 1K machine-code programs for the Sinclair ZX80, and later for the ZX81. 'I wrote six games in Basic and Sinclair put them out under the title Games Pack 1 – and suddenly there I was with a cheque for £6,000.' Beats horse racing any day.

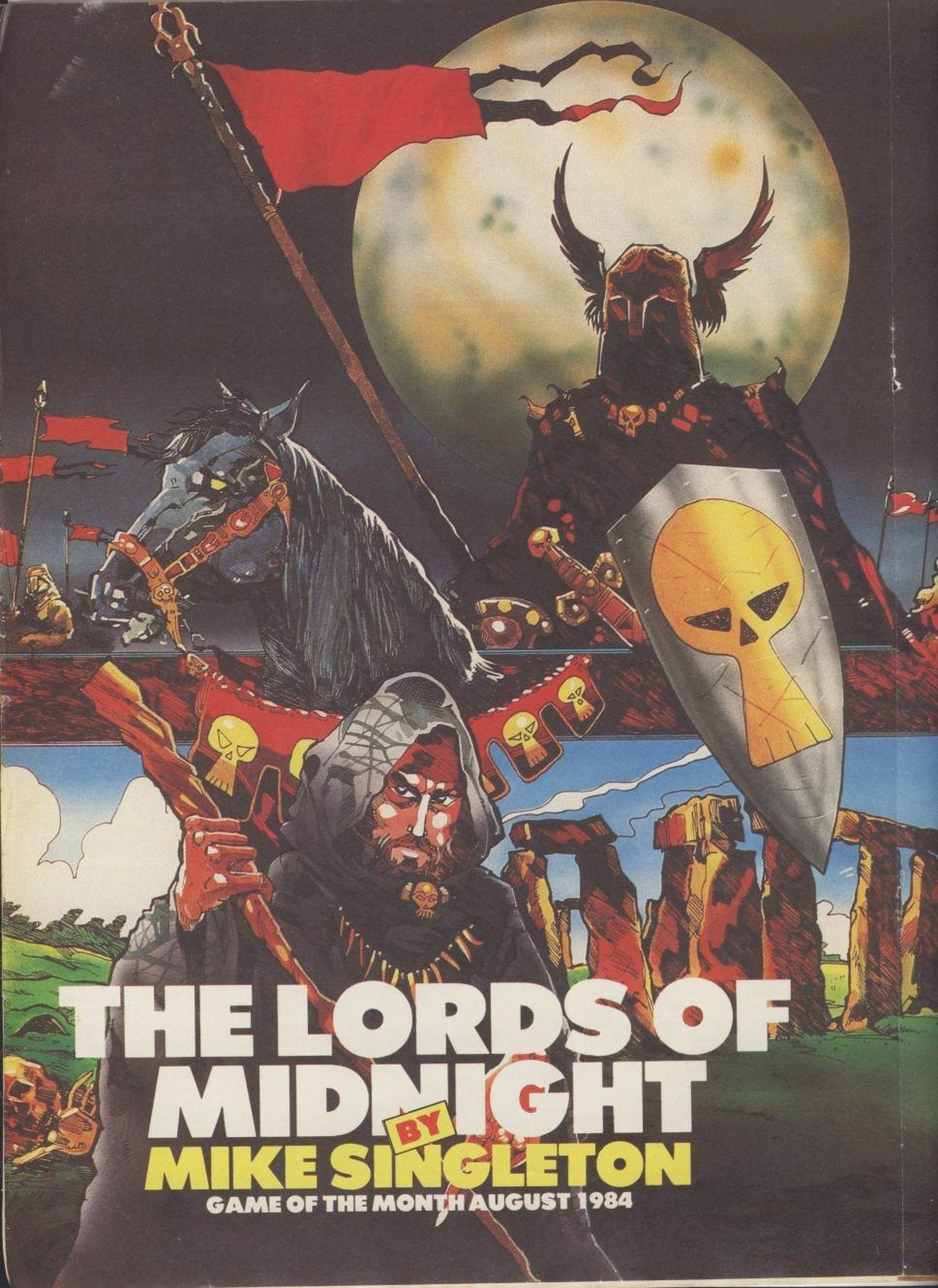


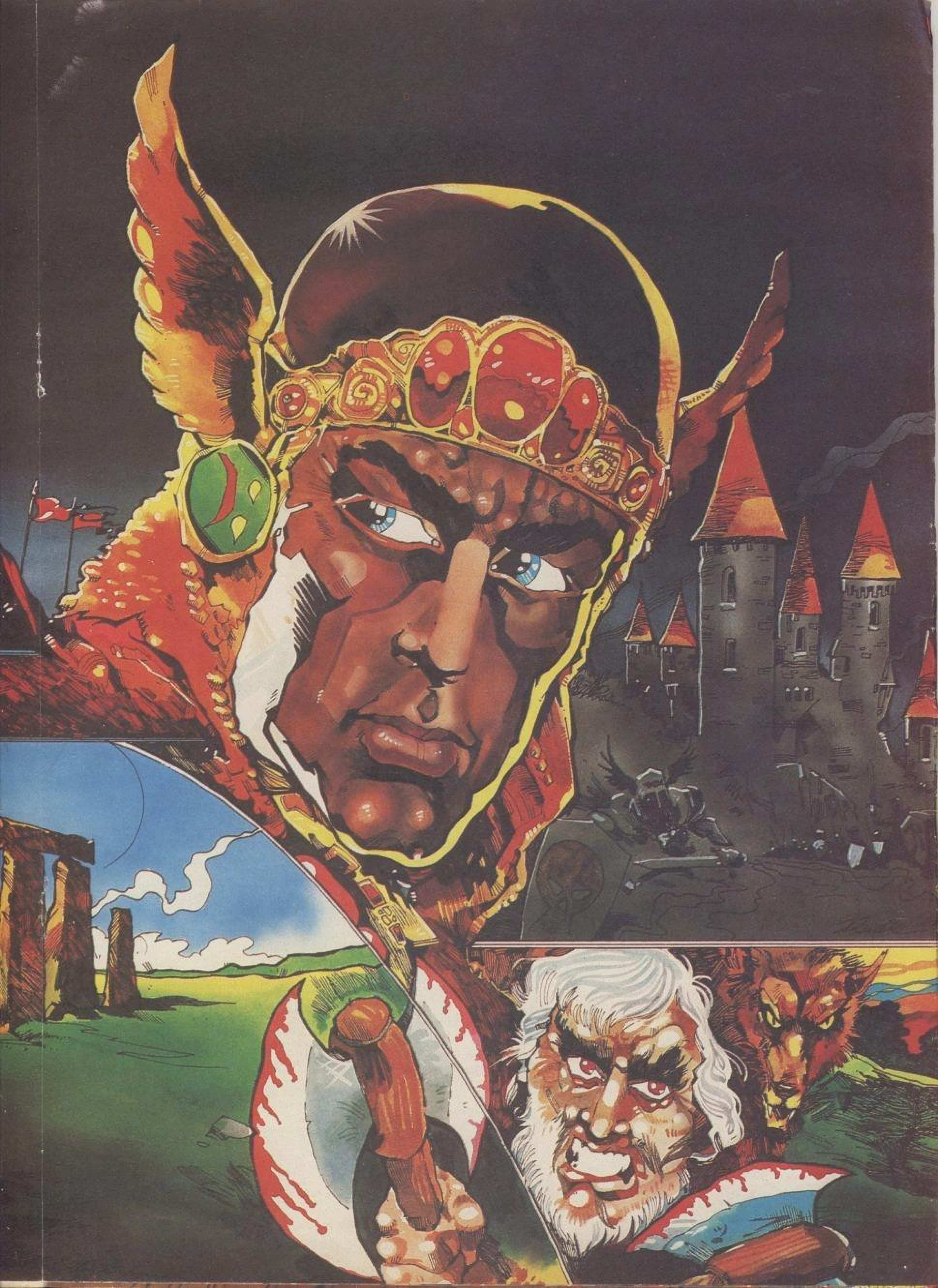
Mike Singleton – master programmer

The enterprising Mr Singleton has also produced games for the Vic 20 and Commodore 64 – including *Shadowfax*, yet another program featuring horses.

The Lords of Midnight took all his skills. 'I had tremendous problems fitting it all into the Spectrum,' said Mike, 'and by the end I was in trouble for want of just 2K of memory. If I'd had that extra 2K I could have finished the game two months earlier.'

Meanwhile Mike's forging ahead with the sequel to *The Lords of Midnight*, *Doomdark's Revenge*. Similar in format to its predecessor, the characters will have even more individuality as you struggle once more against the forces of evil. The series will consist of three programs in all, and if each is as good as the one before I can safely predict that Mike Singleton will soon be a very rich man. He deserves every penny.


THE LORDS OF MIDNIGHT
BY
MIKE SINGLETON
GAME OF THE MONTH AUGUST 1984





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BABY MONTY

By Tony

For the Commodore 64

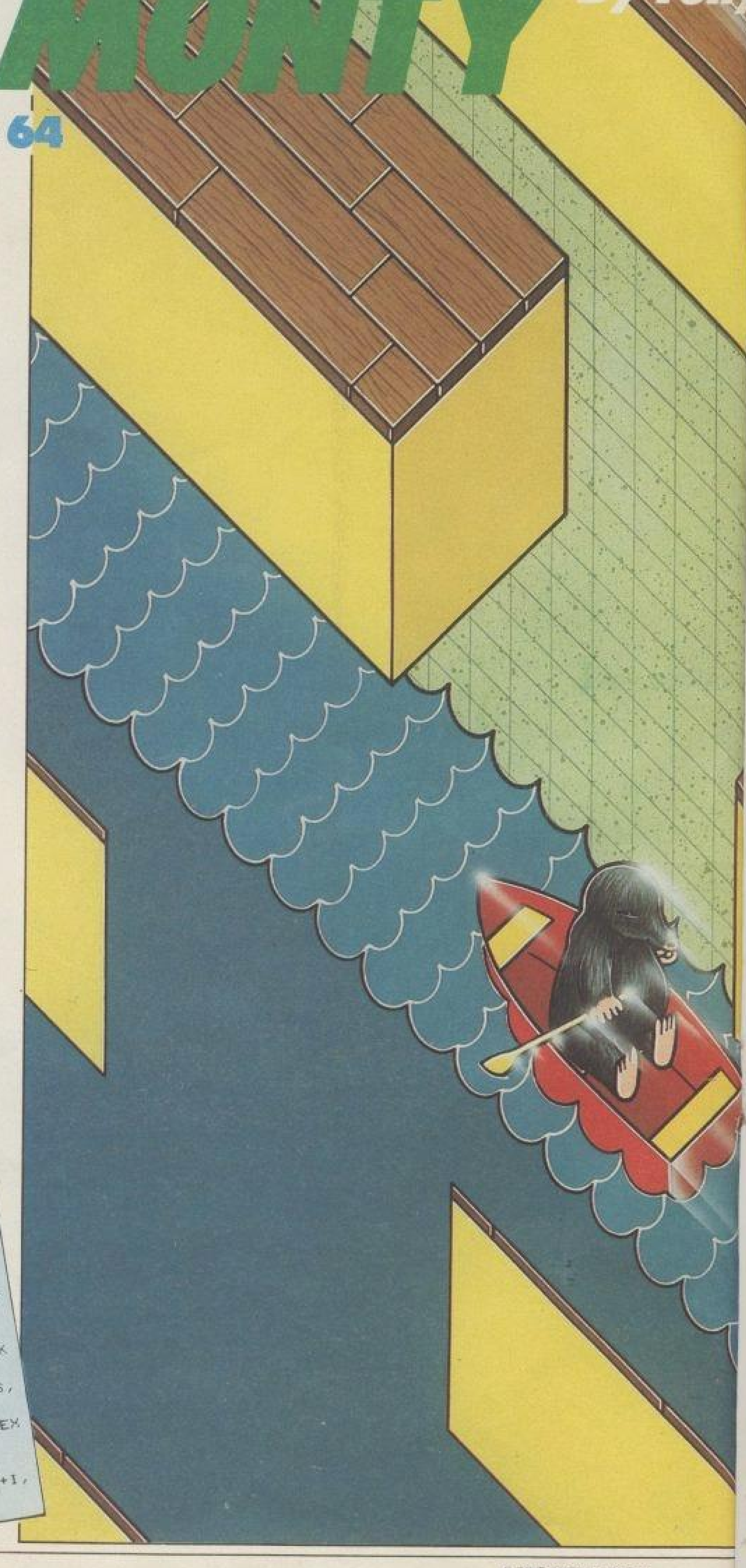
Tony Crowther, ex-Alligata programmer and creator of Loco (Game of the Month last issue), shows off his skills with this PCG-exclusive listing for the Commodore 64.

Included in this listing are some of the infamous Commodore control code characters – the reversed heart-shape and reversed E in line 0 for example. If you are unsure how to enter these from the keyboard you should consult your manual. Full instructions on how to play the game appear within the program.

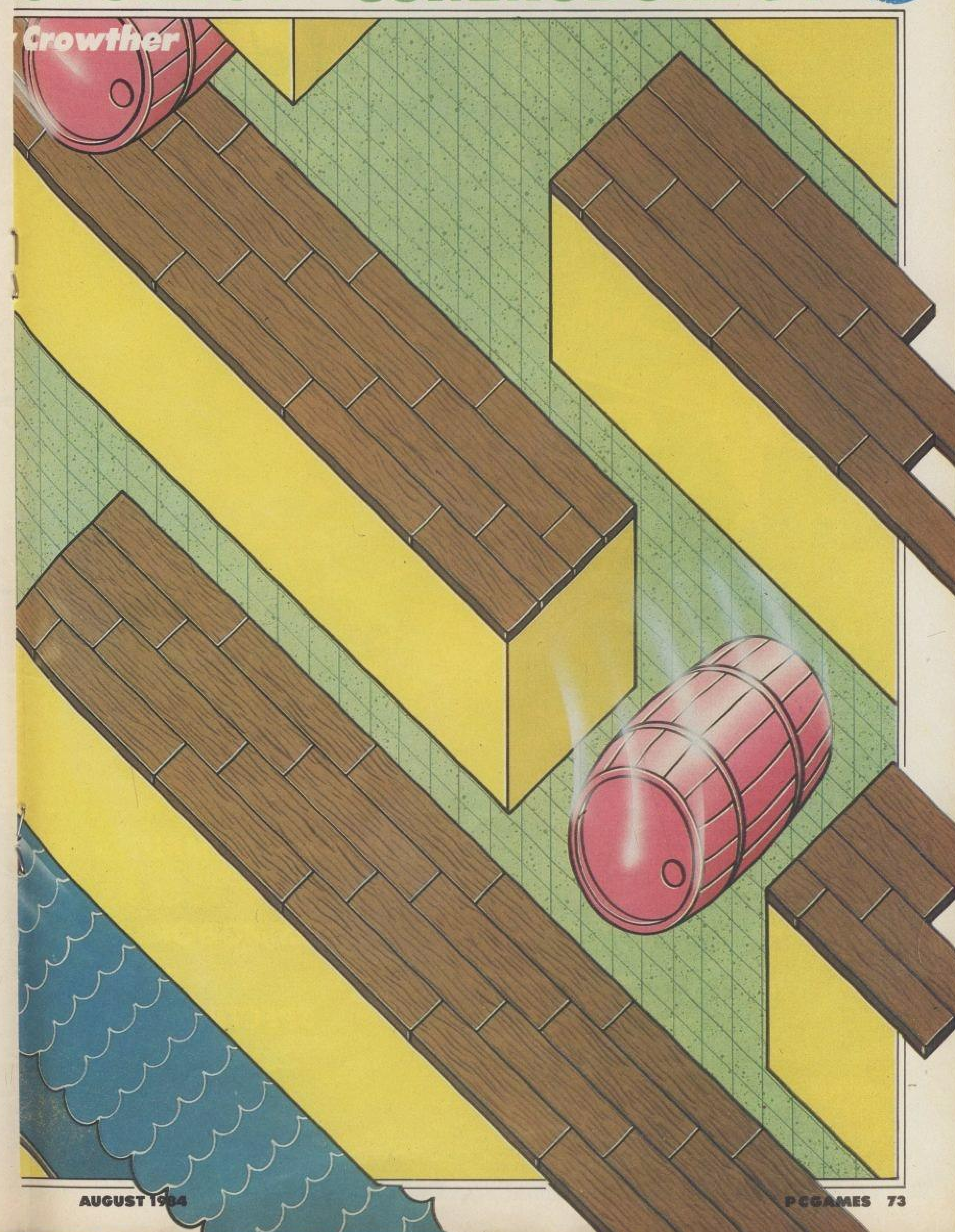
Variables

SC	Score
HI	Hi-score
MO	Mole
CH	Start of user defined graphics
Y, T	Machine code addresses
W, E	Death checks
X	Height
S1, S2, S3	Sound
LE	Horizontal speed
LA	Speed of barrels
5-7	Set up m/code routines
9-36	Set up user defined graphics
38-70	Set up screen
80-150	Print bands across screen
160-220	Main loop
230-260	Death routine
400-602	Sound
610-630	Next level
2100-2150	Define sprites
3000-3003	Set up barrels
4000-4040	Instructions
4050-4060	Evaluate level
6000-6090	Print scores

```
0 PRINT"PLEASE WAIT!",
1 POKE2040,204:A=200:FORI=1TO7:POKE2040+
I,A:A=A+1:IFA>203THENA=200
2 NEXT
3 POKE53248+34,3:POKE53248+27,254:POKE53
248+22,24
5 FORI=0TO91:READA:POKE49152+I,A:NEXT
6 FORI=0TO15:READA:POKE12288+(200*8)+I,A
:NEXT
7 FORI=0TO7:POKE12288+I+1208,85:NEXT
9 GOSUB2100
10 POKE56,48:CLR:CH=12288
30 POKE56334,0:POKE1,51
35 FORI=0TO60*8:POKECH+I,PEEK(53248+I):N
EXT
36 POKE1,55:POKE56334,1
38 FORI=0TO60*8STEP8:A=CH+I+1:B=PEEK(A):
POKEA,BAND6:NEXT
39 POKE53269,0:GOSUB4000:CH=12288
40 POKE53281,8:PRINT"":POKE53281,6:POK
E53280,6:SYS49203:GOSUB4050
41 S1=54276:S2=54277:S3=54273:POKE54296,
15
45 FORI=128*8TO(128+23)*8:POKEI+CH,0:NEX
T
50 GOSUB3000
60 FORI=1TO12:POKE1064+I,201:POKE1984+I,
201:NEXT
```



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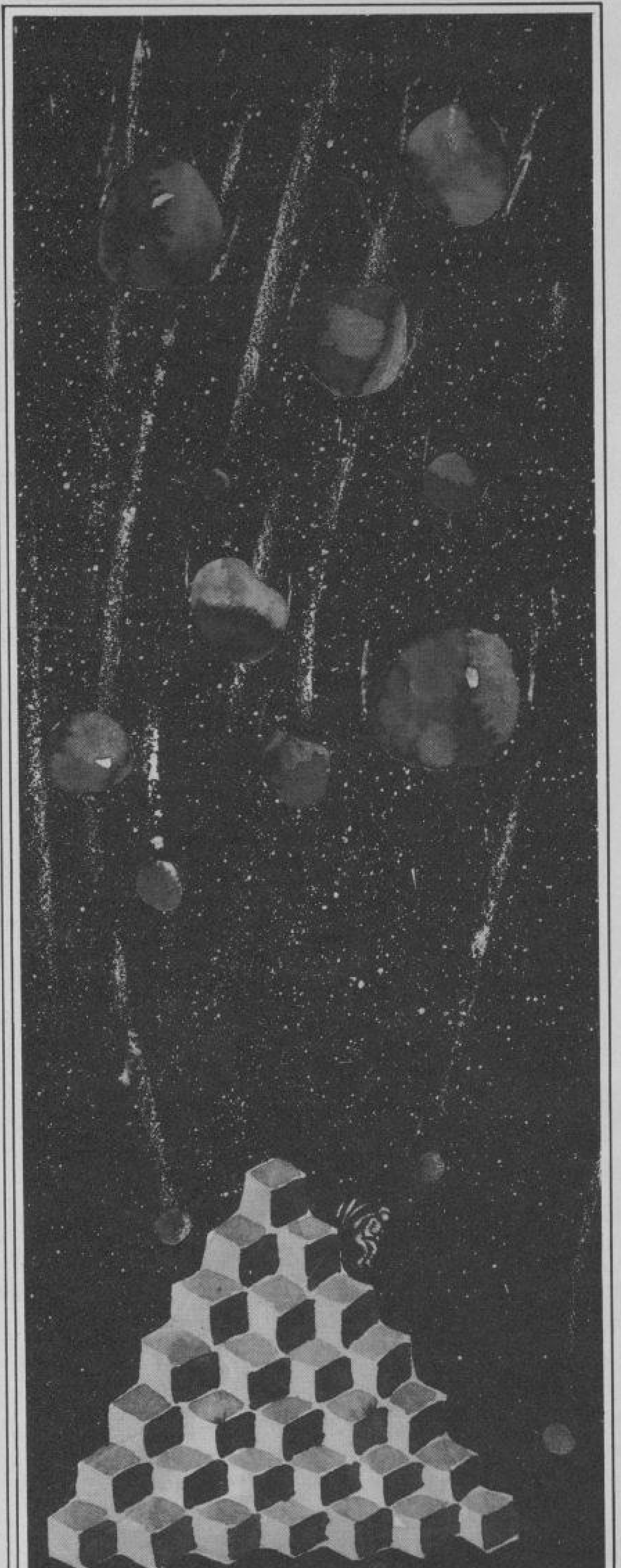
```
61 FORI=17TO29:POKE1064+I,201:POKE1984+I
,201:NEXT
70 FORI=1064TO1984STEP40:POKEI,201:POKEI
+30,201:NEXT
80 SA=1224
90 FORF=1TO4
100 O=INT(RND(1)*2)
110 L=INT(RND(1)*22-1)
111 FORJ=1TO29:IFJ>LANDJ<L+7THEN113
112 POKESA+J,200
113 NEXT
130 SA=SA+160:NEXT
135 PO=12288+128*8
140 X=184+PO:C=53249:POKEC,231:D=53248:P
OKED,130:R=653:T=49152:Y=49180
150 Q=204:W=53278:F=53279:FORI=1TO10:P=P
EEK(W):P=PEEK(F):NEXT
160 SYSY:Q=Q+1:IFQ>205THENQ=204
190 POKE2040,Q:SYST:H=H+1:IFH=8THENH=0:P
OKEX,85:X=X-1:POKEC,PEEK(C)-1:GOSUB400
200 E=PEEK(203)::IFE=12THENPOKED,PEEK(D)-
LE
205 SYST:IFE=23THENPOKED,PEEK(D)+LE
210 IFPEEK(R)<>0THENH=7
211 IF(PEEK(W)AND1)=1OR(PEEK(F)AND1)=1TH
ENGOTO230
212 IFPEEK(C)=50THEN600
220 GOTO160
230 POKE53269,1
240 FORI=255TO0STEP-1:POKES1,0:POKES2,1:
POKES3,I:POKES1,17:NEXT
245 FORI=128*8TO(128+23)*8:POKEI+CH,0:NE
XT
250 MO=MO-1:IFMO=0THEN39
260 GOTO40
400 POKES1,0:POKES2,2:POKES3,PEEK(C):POK
ES1,129:RETURN
600 POKE53269,1
```

```
601 FORI=100TO10STEP-5:POKES1,0:POKES2,4
0:FORJ=1TOI+30:POKES1,17:POKES3,J:NEXT
602 NEXT
610 H1=H1+1:IFH1>15THENH1=15
620 GOSUB4050:SC=SC+H1*100
630 GOTO40
999 END
1000 REM START OF M/C DATA
1010 DATA 162, 2, 189, 1
1010 DATA 208,24,105,1,157,1,203,201
1020 DATA 245,144,6,173,4,220,157,0,206
1040 DATA 232,232,224,16,208,231,96,162
1070 DATA 1,189,248,7,24,105,1,201
1080 DATA 204,144,2,169,200,157,248,7
1090 DATA 232,224,8,208,236,96,234,169
1100 DATA 40,133,250,165,4,133,251,162
1110 DATA 128,160,1,138,145,250,200,192
1120 DATA 30,208,249,232,165,250,24,105
1130 DATA 40,133,250,165,251,105,0,133
1140 DATA 251,224,152,208,223,36,0
1150 DATA 174,255,234,255,174,255,234,255
1190 REM END OF M/C DATA
1200 DATA174,255,234,255,174,255,234,255
1210 DATA170,170,170,170,170,170,170,170
2000 DATA42,0,0,169,128,0
2001 DATA165,128,0,150,128,0
2002 DATA154,128,0,42,0,0
2010 DATA42,0,0,166,128,0
2011 DATA166,128,0,166,128,0
2012 DATA166,128,0,42,0,0
2020 DATA42,0,0,154,128,0
2021 DATA150,128,0,165,128,0
2022 DATA169,128,0,42,0,0
2030 DATA42,0,0,170,128,0
2031 DATA149,128,0,149,128,0
2032 DATA170,128,0,42,0,0
2040 DATA0,2,0,1,82,0,5,84,0,5,168,0
2041 DATA5,186,0,0,32,0,0,252,0,0,255,0,
0,247,0,170,174,170,85,186,170,21
```

```
2042 DATA117,85,0,192,0,0,192,0,0
2050 DATA8,0,5,72,0,21,80,0,22,160,0,22
2051 DATA2[illegible],0,0,128,0,3,240,0,3,252,0,3
,220,3,170,174,170,85,33,85,42,174,170
2052 DATA21,9[illegible],85,[illegible]
2100 REM [illegible]
2110 FOR[illegible]TO324:POKE200*64+I,0:NEXT
2120 FORI=0TO3:FORJ=0TO17:READA:POKE(200
+I)*64+J,A:NEXTJ,I
2130 FORI=0TO41:READA:POKE204*64+I,A:NEX
T
2140 FORI=0TO39:READA:POKE205*64+I,A:NEX
T
2150 RETURN
3000 POKE49159,LA:P=255:POKE56335,1:FORI
=1TO15STEP2:P=P-31
3001 POKE53248+I,P:POKE53247+I,0:NEXT:PO
KE53248+28,255
3002 FORI=1TO7:POKE53248+39+I,0:NEXT
3003 GOTO6000
4000 PRINT"■":POKE53281,6:POKE53280,6:P
OKE198,0:POKE53248+24,29:SC=0
4001 PRINT"BABY MONTY, MONTY MOLES LITTL
E BROTHER"
4002 PRINT"■BY ANTONY CROWTHER"
4003 PRINT"■  I'LL  START BY  PUTTING
YOU  IN THE"
4004 PRINT"■PICTURE, YOU ARE  TAKING PAR
T IN A NEW"
4005 PRINT"■ADVENTURE WITH BABY MOLE."
4006 PRINT"■  BABY MOLE HAS  FALLEN FROM
 HIS SHELF"
4007 PRINT"■(GREMLIN GRAPHICS SOFTWARE H
OUSE) INTO"
4008 PRINT"■A MEGA-DARK  CAVERN. HIS ONL
Y MEANS OF"
4009 PRINT"■ESCAPE, IS TO JUMP  INTO AN
OLD ROWING"
```

```
4010 PRINT"■BOAT, BY STAYING  AFLOAT ON
THE VESSEL"
4011 PRINT"■HE CAN GUIDE HIMSELF THROUGH
 THE CAVES"
4012 PRINT"■ABOVE."
4013 PRINT"■  BUT BEWARE OF THE  TUMBLIN
G  BARRELS"
4014 PRINT"■WHICH HAVE  ESCAPED FROM AN
OLD ARCADE"
4015 PRINT"■GAME LEFT ON THE SIDE TO ROT
."
4016 PRINT"■KEYS ARE    Z,X,SHIFT
4017 PRINT"LEFT,RIGHT,INCREASE WATER LEV
EL
4020 OPEN1,0:MO=3
4021 PRINT:PRINT"INPUT LEVEL (1-15)";:IN
PUT#1,A$
4022 CLOSE1
4023 H1=VAL(A$):IFH1<1ORH1>15THEN4020
4030 GOSUB4050
4040 RETURN
4050 LE=2:LA=1:IFH1=15THENLE=2:LA=3:POKE
53269,255:RETURN
4055 IFH1/2=INT(H1/2)THENLE=4:LA=2
4056 IFH1>10THENLA=LA+1
4060 N=INT((H1+1)/2):K=0:FORI=0TON:K=K+2
↑I:NEXT:POKE53269,K:RETURN
6000 PRINT"■■"TAB(32)"■SCORE"
6010 PRINT"■";TAB(32)SC
6020 IFSC>HITHENHI=SC
6030 PRINTTAB(31)"■■HI-SCORE"
6040 PRINT"■"TAB(32)HI
6050 PRINT"■■"TAB(32)"LEVEL"
6060 PRINT"■"TAB(32)H1
6070 PRINT"■■"TAB(32)"MOLES"
6080 PRINT"■"TAB(32)MO
6090 RETURN
```

●



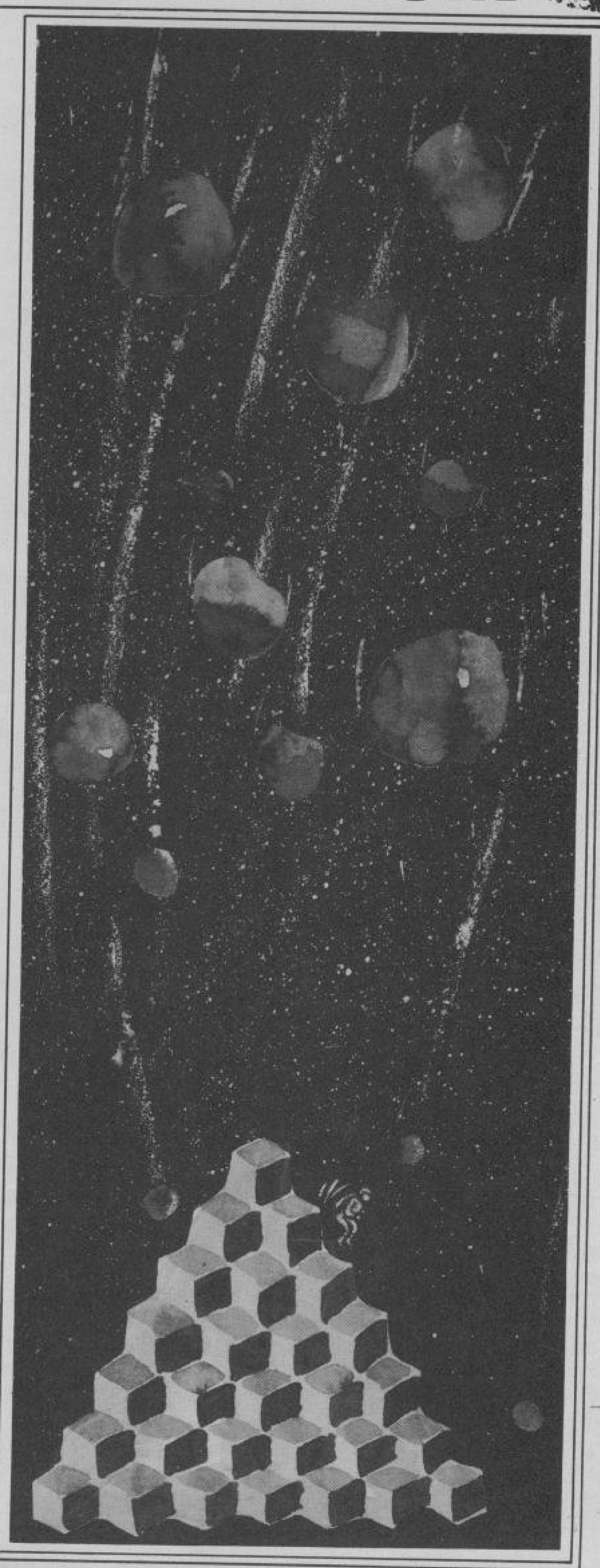
Q-BURT

For the 48K Spectrum By Tim Brand

This listing really kept the PCG team on the hop when it arrived in the office. Q-Burt has you jumping from square to square, avoiding the bouncing boulder as it drops down from the top of the pyramid. Colour in all the squares to move on to the next level. Full instructions appear on the title screen.

```
   1 REM      Q - B U R T
   2 REM
   3 REM     BY  TIM BRAND
   4 REM
   5 REM     11TH MAY 1984
   6 REM
   9 GO TO 15
  10 LET fb=1000: LET level=1: L
ET lives=3: LET sc=0: LET in=10
  13 GO TO 810
  15 RESTORE 40
  20 FOR a=USR "a" TO USR "l"+7
  30 READ b: POKE a,b: NEXT a
  35 GO TO 2000
  40 DATA 255,127,63,31,15,7,3,1
  50 DATA 1,3,7,15,31,63,127,255
  60 DATA 255,254,252,248,240,22
4,192,128
  70 DATA 128,192,224,240,248,25
2,254,255
  71 DATA 0,0,0,126,255,254,255,
115
  72 DATA 0,0,240,248,120,126,25
3,189
  73 DATA 2,3,1,0,0,1,0,0
  74 DATA 125,253,248,BIN 110100
00,BIN 10010000,BIN 10110000,0,0
  75 DATA 0,0,15,31,56,62,127,12
7
  76 DATA 127,127,127,63,31,0,0,
0
  77 DATA 255,255,255,254,248,0,
0,0
  78 DATA 0,0,240,248,12,6,226,2
42
  85 GO TO 110
  90 PRINT AT b(a,1),b(a,2)+1; I
NK ch; PAPER b(a,3);"◢"; PAPER b
(a,4);"◣";AT b(a,1)+1,b(a,2); PA
PER b(a,3);"◢"; PAPER ch;"██"; P
APER b(a,4);"◣";AT b(a,1)+2,b(a,
2); PAPER b(a,5);"▼"; PAPER ch;
"██"; PAPER b(a,6);"▼";AT b(a,1)+
3,b(a,2)+1; PAPER b(a,5);"▼"; PA
PER b(a,6);"▼"
 100 RETURN
 110 RESTORE 130: DIM b(28,7)
 120 FOR a=1 TO 28: READ b(a,1),
b(a,2),b(a,3),b(a,4),b(a,5),b(a,
6),b(a,7): NEXT a
 130 DATA 0,13,0,0,l,r,1
 140 DATA 3,11,0,l,l,r,2
 150 DATA 3,15,r,0,l,r,2
 160 DATA 6,9,0,l,l,r,3
 170 DATA 6,13,r,l,l,r,3
 180 DATA 6,17,r,0,l,r,3
 190 DATA 9,7,0,l,l,r,4
 200 DATA 9,11,r,l,l,r,4
 210 DATA 9,15,r,l,l,r,4
 220 DATA 9,19,r,0,l,r,4
 230 DATA 12,5,0,l,l,r,5
 240 DATA 12,9,r,l,l,r,5
 250 DATA 12,13,r,l,l,r,5
 260 DATA 12,17,r,l,l,r,5
 270 DATA 12,21,r,0,l,r,5
 280 DATA 15,3,0,l,l,r,6
 290 DATA 15,7,r,l,l,r,6
 300 DATA 15,11,r,l,l,r,6
 310 DATA 15,15,r,l,l,r,6
 320 DATA 15,19,r,l,l,r,6
```

```
 330 DATA 15,23,r,0,l,r,6
 331 DATA 18,1,0,l,l,r,7
 332 DATA 18,5,r,l,l,r,7
 333 DATA 18,9,r,l,l,r,7
 334 DATA 18,13,r,l,l,r,7
 335 DATA 18,17,r,l,l,r,7
 336 DATA 18,21,r,l,l,r,7
 337 DATA 18,25,r,0,l,r,7
 339 LET t=bt: LET ii=bii: LET a
tt=batt: LET ch2=bch2: LET att2=
batt2
 340 LET ch=ii: FOR a=1 TO 28
 370 GO SUB 90
 380 NEXT a
 390 FOR a=1 TO 25 STEP 4: PRINT
 AT 21,a; INK l;"";AT 21,a+3; I
NK r;"": NEXT a
 400 LET ch=ch2
 404 PRINT AT 0,0;" CHANGE";AT 6
,0;"   TO"
 405 PRINT AT 2,3; INK ch;"";A
T 3,2;"";AT 4,2; PAPER l;"
";  PAPER r;"";AT 5,2; INK l; P
APER 0;"";  PAPER l; INK ch;"";
 PAPER r;""; INK r; PAPER 0;""
;AT 6,3; INK l;"";  INK r;""
 410 PLOT 6,171: DRAW -6,0: DRAW
 0,-63: DRAW 21,0: PLOT 42,108:
DRAW 20,0: DRAW 0,63: DRAW -6,0
 411 PRINT AT 0,22; INK 2;("
" AND lives=3)+("         " A
ND lives=2)+("            " AND live
s=1)
 412 PRINT AT 1,22; INK 2;("
" AND lives=3)+("         " A
ND lives=2)+("            " AND live
s=1)
 413 PRINT AT 4,23;"LEVEL ";leve
l
 414 PRINT AT 8,22;"S C O R E"
 420 LET bo=900: LET ii=t: LET s
=13: LET sq=0: LET ms=1: GO TO 4
24
 421 PRINT AT b(ms,1)+1,b(ms,2)+
1; INK mi; PAPER mi;"  ";AT b(ms
,1)+2,b(ms,2)+1;"  "
 422 IF b(ms,7)=7 THEN LET ms=1:
 GO TO 424
 423 LET ms=ms+(INT (RND*1.99))+
b(ms,7)
 424 LET mi=(ii AND ATTR (b(ms,1
)+1,b(ms,2)+1)=att)+(ch AND ATTR
 (b(ms,1)+1,b(ms,2)+1)=att2)
 425 PRINT AT b(ms,1)+1,b(ms,2)+
1; INK 4; PAPER mi;"";AT b(ms,
1)+2,b(ms,2)+1;""
 426 IF ms=s THEN GO TO 900
 427 LET a$=INKEY$
 428 IF a$<>"" THEN GO SUB 600
 430 PRINT AT b(s,1)+1,b(s,2)+1;
 INK 2; PAPER t;"";AT b(s,1)+2
,b(s,2)+1;""
 432 IF ms=s THEN GO TO 900
 437 PRINT AT 6,21;"BONUS: ";bo:
 LET bo=bo-10
 438 IF bo=-10 THEN GO TO 900
 500 GO TO 421
 600 LET a=s
 630 IF a$="a" THEN LET s=s+b(a,
7): GO TO 680
 640 IF a$="l" THEN LET s=s+b(a,
7)+1: GO TO 680
 650 IF a$="q" THEN LET s=s-b(a,
7): GO TO 690
 660 IF a$="o" THEN LET s=s-(b(a
,7)-1): GO TO 690
 670 RETURN
 680 IF s>28 THEN GO TO 5000
 683 IF b(s,7)<=b(a,7) THEN GO T
O 5000
 685 GO TO 700
 690 IF s<1 THEN GO TO 5000
 693 IF b(s,7)>=b(a,7) THEN GO T
O 5000
 700 PRINT AT b(a,1)+1,b(a,2)+1;
 INK t; PAPER t;"  ";AT b(a,1)+2
,b(a,2)+1;"  "
 701 LET t=ch
 702 BEEP .01,50
 705 IF ATTR (b(s,1)+1,b(s,2)+1)
=att THEN LET sq=sq+1: BEEP .01,
30: LET sc=sc+in: PRINT AT 10,24
;sc
 710 LET a=s: LET ch=t: GO SUB 9
0
 720 IF sq=28 THEN GO TO 800
 730 RETURN
 800 LET sc=sc+bo: PRINT AT 10,2
4;sc: LET level=level+1
 801 PRINT AT b(s,1)+1,b(s,2)+1;
 INK 2; PAPER t;"";AT b(s,1)+2
,b(s,2)+1;""
 802 GO SUB 3001
 803 LET in=in+5
 810 IF level=1 THEN LET bii=7:
LET bt=bii: LET l=1: LET r=2: LE
T batt=63: LET bch2=6: LET batt2
=54
```



```
 820 IF level=2 THEN LET bii=7:
LET bt=bii: LET l=5: LET r=7: LE
T batt=63: LET bch2=0: LET batt2
=0
 825 IF level=3 THEN LET bii=1:
LET bt=bii: LET l=6: LET r=7. LE
T batt=9: LET bch2=5: LET batt2=
45
 826 IF level=4 THEN LET bii=3:
LET bt=bii: LET l=0: LET r=6: LE
T batt=27: LET bch2=1: LET batt2
=9
 827 IF level=5 THEN LET bii=4:
LET bt=bii: LET l=1: LET r=5. LE
T batt=36: LET bch2=7: LET batt2
=63
 828 IF level=6 THEN LET bii=4:
LET bt=bii: LET l=4: LET r=2: LE
T batt=36: LET bch2=1: LET batt2
=9
 830 IF level=7 THEN LET bii=1.
LET bt=bii: LET l=2. LET r=6: LE
T batt=9: LET bch2=4: LET batt2=
36
 835 IF level=8 THEN LET bii=6:
LET bt=bii: LET l=1: LET r=2. LE
T batt=54: LET bch2=4: LET batt2
=36
 840 IF level=9 THEN LET sc=sc+f
b: CLS : PRINT FLASH 1;AT 8,6,"B
ONUS POINTS ";fb;AT 10,10;"FOR F
INISHING";AT 14,11; FLASH 0;"STA
RT AGAIN": LET fb=fb+1000: LET l
evel=1: GO SUB 3000. FOR a=1 TO
50: NEXT a: CLS : GO TO 810
 850 GO TO 110
 900 RESTORE 4000
 902 FOR a=1 TO 5
 905 PRINT AT b(s,1)+1,b(s,2)+1;
 INK 2; PAPER t;"▀▀";AT b(s,1)+2
,b(s,2)+1;" ▀"
 906 READ c. BEEP .1,c-12
 910 PRINT AT b(s,1)+1,b(s,2)+1;
 INK 4; PAPER t;"▀▀";AT b(s,1)+2
,b(s,2)+1;"▀▀"
 915 READ c: BEEP .1,c-12
 920 NEXT a
 930 FOR a=1 TO 100: NEXT a
 945 LET lives=lives-1: IF lives
=-1 THEN GO TO 1000
 950 CLS : GO TO 339
1000 PRINT AT 11,10; PAPER 7; IN
K 0;"GAME  OVER": FOR a=1 TO 300
: NEXT a
2000 BORDER 0: PAPER 0: INK 7: C
LS
2005 GO SUB 3000
2010 LET q$="

2030 FOR a=1 TO 32*5-7 STEP 8: P
RINT INK INT (RND*4.9)+2;q$(a TO
 a+7);: NEXT a
2035 PRINT '"     PAINT ALL THE S
TEPS BEFORE            BONUS RUN
S OUT            AVOID BOULDER
S AND DONT             FALL OFF T
HE EDGE"
2036 PRINT '" 10 POINTS FOR PAIN
TING A STEP"'"  BONUS FOR PAINTI
NG THEM ALL"
2037 PRINT '" NASTY SURPRISE AT
LEVELS 5 - 8"
2040 PRINT AT 16,7;"Q-BURT ....
. "; INK 2;" ▀";AT 15,21;"▀▀";AT
 18,7; INK 7;"BOULDER .....  "; I
NK 4;"▀▀";AT 17,21;"▀▀"
2045 PRINT '" Q & C .... UP   (
LEFT & RIGHT)"'" H & L .... DOWN
 (LEFT & RIGHT)"
2047 PRINT #0;"       PRESS ANY KE
Y TO PLAY"
2050 PAUSE 0: CLS : GO TO 10
3000 RESTORE 6000: FOR a=1 TO 15
: READ b,c: BEEP b/3,c. NEXT a
3001 RESTORE 6025: FOR a=1 TO 16
: READ b,c: BEEP b/3,c: NEXT a
3005 RETURN
4000 DATA 10,12,15,24,22,15,15,1
0,12,15
5000 PRINT AT b(a,1)+1,b(a,2)+1;
 INK t; PAPER t;"  ";AT b(a,1)+2
,b(a,2)+1;"  "
5001 FOR a=30 TO 10 STEP -1: BEE
P .01,a: BEEP .002,a: NEXT a
5010 GO TO 945
6000 DATA .5,20,.3,22,.5,20,.3,1
7,.5,18,.3,20,.5,18,.3,15
6010 DATA .5,17,.3,13,.5,17,.3,1
3,.5,15,.3,17,.5,15
6025 DATA .3,6,.3,15,.3,15,.3,15
,.3,15,.3,15,.3,15,.3,15,.3,15,.
3,15,.3,17,.3,18,.3,19
6030 DATA .0,20,1.5,12,2,13
```

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0130

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By Alick Dziabczenko

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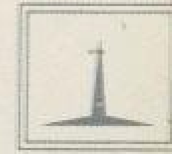
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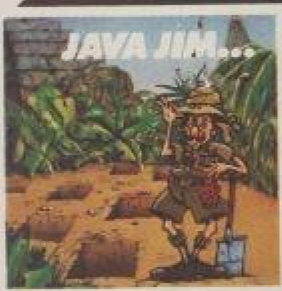
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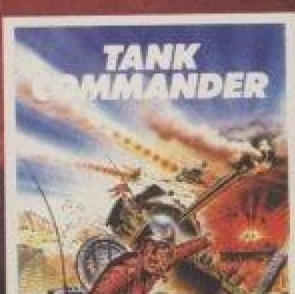
CREATIVE SPARKS





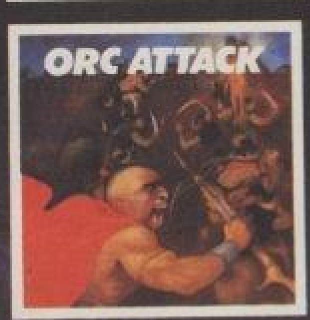
Dig 'n' Dodge! Guide Java Jim around the screen digging neat square holes as he searches for ancient relics.
Avoid lumps of sizzling lava showering down from the still active volcano in this highly original game.
It's fun...get diggin'!
- 2 full graphic all action screens
- 20 levels of play
- High score feature
- 1 or 2 player game

Requires 32K RAM. Cassette **£8.95**



All action game with strong strategic element. Roll down the middle of the road in a beeline for the enemy fuel dumps and you won't make it past the first bridge.
This 100% machine code game features:
- Superb sound and graphics.
- Smooth action scrolling screen.
- Separate map screen to plan strategy.
- Five pre-selectable skill levels.
- One or two player game.

Requires 32K RAM. Cassette **£8.95**



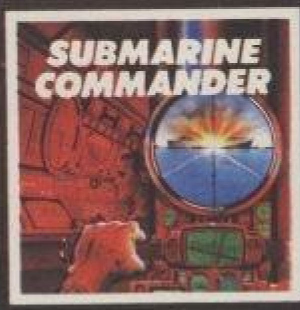
Defend your castle against the rampaging hordes of attacking Orcs, with broadswords, rocks and boiling oil.
This 100% machine code game benefits from superb sound and graphics spread over four screens of exciting action.
- One, two, three, or four player game.
- High score feature.
- Six pre-selectable levels of play.

Requires 16K RAM expansion.
Instant plug-in cartridge action. **£9.95**



Interesting fairground scenario where you must save the ferris wheel passengers from Butcher Bill's missiles, and the roller-coaster riders from Ruthless Rick's bombs.
You will need to be quick to keep up with the action in this 100% machine code game which features first class sound and graphics over two screens.
- One or two player game.

Instant plug-in cartridge action. **£9.95**



Attack and destroy all enemy shipping.
That is your brief in this exciting game of strategy.
Can you stand the nerve tingling action spread over three screens provided by this amazing game.
Already a big hit in the USA.
- Superb scrolling screen in periscope mode and realistic sound effects.
- Nine pre-selectable levels of play.
- High score feature.

Requires 32K RAM. Cassette **£8.95**



Based on the hit movie "War Games."
Using both strategy and good shooting destroy the incoming missiles and avoid the holocaust.
An amazing game with superb scrolling landscape when tracking missiles.
High tension play when trying to crack the code.
- Keyboard or joystick control.
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ESCAPE FROM HELL

PCG's in-house mystic, the White Wizard, takes a trip to hell, survives a nuclear holocaust, has trouble with trees and explains the secrets of Valhalla. All this, plus news, reviews and hot tips from the land of Adventures.

THE WHITE WIZARD is well aware that the names of Artic and Richard Shepherd software are both inscribed in the Adventure Rolls for outstanding services to Spectrum owners. He is therefore pleased to announce new programs from both companies, both of which will have you in the hot seat. Richard Shepherd's ***Inferno*** is (very) loosely modelled on Dante's vision of Hell, whereas Artic's game ***Ground Zero*** is modelled on the Home Office documents relating to civil defence in the case of muclear attack. In each case your objective is the same – don't get fried if you can help it.



First *Ground Zero*. Artic have already gathered a reputation for trick text-only adventures with their *Island of Death* series and other games. These programs have been the cause of many a nervous breakdown and *Ground Zero* is no exception. Who wouldn't have a nervous breakdown when the three minute warning goes, I'd like to know?

Your objective is to build a nuclear shelter from available materials and gather rations and water to enable you to survive until it's safe enough to come out into the open again.

To make best use of the limited time available you are advised to travel from location to location by taxi – and make sure you remember your Highway Code. Looters, dozy neighbours, sirens, and ringing phones all help to make this an enjoyable but very tricky game – typical Artic fare.

Artic's game is two-word input only, but Richard Shepherd's Peter Cooke (programmer of *Urban Upstart*) has gone on to greater things with complex input and interactive characters.



In *Inferno* you must penetrate the nine circles of Hell to escape. The usual Richard Shepherd split-screen format has some rather average graphics and a scrolling text-window below.

Commands can be joined together by 'and' and other characters can be addressed by prefacing a command with their name. For example, 'Virgil go south' may persuade Virgil to go south, provided he is in the right mood.

There are ten characters in the plot, each of whom may help or hinder you, though to be honest only one of them, Virgil, plays a major role. You cannot solve the adventure without Virgil's help, and his disposition towards you depends to a certain degree on what you do.

Both of these games provide good value for money for Spectrum owners, but, strangely, I enjoyed Artic's game rather more than Richard Shepherd's. Somehow the relevance of the theme to the present day gave it a more compelling atmosphere than *Inferno*, though the latter is undoubtedly the more complex program.

'Why are there so few adventures for the Commodore 64?' asks Julian Venus in a recent letter to the White Wizard. Well, Julian, I can only think that you've been a prisoner of the Dark Lord for the last couple of months, because there are quite a few games around now for this machine.



Supersoft do no less than five adventure titles for the 64, including ***Streets of London***. Regular readers of this column may remember a review of a Dragon game, *The Cricklewood Incident* (from Salamander) which appeared a few months back. Supersoft's program is in fact the same game, but jazzed up a bit in appearance to run on the 64.

Some of the names of the characters have been changed, but the plot – in which you must leave your padded cell and find the Holy Grail – remains the same. This is a humorous adventure, not recommended for those who prefer to spend their time killing dragons and puzzling over mouldy documents.

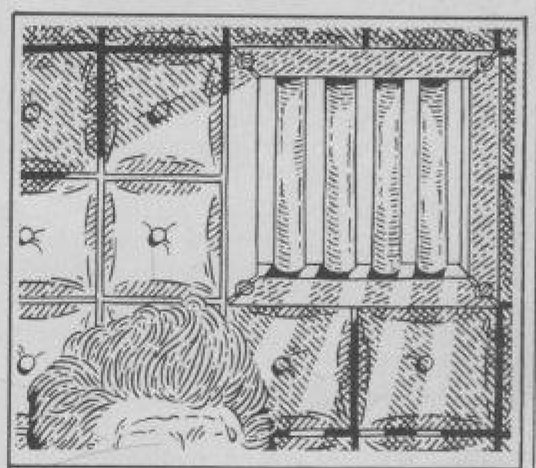
Having already reviewed *Streets of London* in its previous incarnation on the Dragon I won't say much about it here, except that if you're a fan of Monty Python and the National Silly Party you'll probably die laughing. The program will set you back £9.95, which I can't help feeling is a bit steep for this sort of game.



A more recent release on the 64 is ***Stranded*** by English Software, which is also available for the Atari machines. I was quite excited by the publicity for this game, which showed some very













attractive graphics and somehow gave me the impression that here was something special. Playing the game was, alas, something different.

Stranded does have an attractive display, and the programmer has managed to squeeze both text and hi-res graphics onto the 64 screen without any flicker along the borderline – an annoying feature of some Commodore games (including, I'm sad to say, the new version of *Valhalla*).

Whatever the graphics may look like, however, *Stranded* remains a rather average adventure. The standard two-word input is severely marred by a very small vocabulary and an extremely intolerant interpreter. Commands acceptable in one location may simply generate a few words of incomprehension in another, and many words that appear within the location descriptions are not understood.

Programmers may argue that if a word isn't necessary then it isn't necessary, but personally if I'm told I'm standing by a tree and I ask to examine the tree, I'm not impressed if the program tells me it doesn't understand what a tree is. I'm even less impressed if in the next location I find I can enter 'Climb tree' and have my command accepted without question.

These may seem like niggling objections, but consistency and attention to detail are essential if an adventure is to spark one's imagination rather than dampen it.

Stranded is a difficult game to map, but there are only 30-odd locations, not all of which are of much interest. It's a simple case of wandering around trying all the old chestnuts until you've got all you need. The Help function is perhaps a bit too helpful at times, but that's only my own personal feeling – I know some adventurers like as much help as possible. On the other hand, if you've just paid a fortune for a game you don't want it TOO easy, do you?

Your objective in *Stranded* is to find and refuel your spaceship and escape back to mother Earth. Your biggest problem will almost certainly be the vocabulary and experienced adventurers would be best advised to give this

VALHALLA HITS THE 64

Legend have made some significant changes to the Commodore 64 version of **Valhalla**, and gamesters familiar with the Spectrum version could be in for a shock.

First, and most importantly, the event rate is much higher. This means quite simply that things happen much quicker. One of the consequences of this is that you have to pay much more attention to what the other characters are doing. Hang around doing nothing for a bit and you'll soon find you've got company, and is this version that can often mean trouble, with other characters attacking you and even killing you while you sit around wondering where to go next.

The second difference is a very subtle one which might not appear important at first but does in fact greatly improve the playability of the game. In the Spectrum version, whenever a character dies (and that includes you) all his or her possessions are taken from him and distributed at random amongst the game's locations.

Unfortunately a number of these locations are inaccessible to the majority of the characters, and after a while the game begins to get a bit dull as the population is stripped irrevocably of its possessions.

The difference in the 64 version is that whenever someone dies, their possessions are randomly distributed amongst the other characters.

This is a definite improvement in the game, and you soon notice that other people are interacting much more, swapping keys, throwing wine bottles at each other, and generally carrying on in just the uncivilised way that you would expect gods and goddesses to behave.

Finally, of course, the graphics on the Commodore machine are an improvement. But not much of an improvement, I have to add. Some of the characters are better depicted, and of course the 64's sprite facility helps with animation. Otherwise don't expect anything special.

There's no doubt it, *Valhalla* on the 64 IS a better game, though it may not look much different at first sight. It remains a complex challenge that will need a lot of thought and gameplay if you're going to unravel its secrets.

Every week Legend, who produce *Valhalla*, are flooded with letters from people who have just one question. 'I've sat down and watched everything happening on the screen, but what do I do?' they cry. This month the White Wizard has decided to let you all in on some of the game's secrets.

Although the graphics remain the most obvious attraction of the game, *Valhalla* has a number of subtler attractions, many of which are never even guessed at by the people who play it. It's these game secrets that really make the program stand out as the winner it is.

What really sets *Valhalla* apart from other adventures is the role of the characters in the game. There are no less than 36, each with his own attributes of goodness, badness, strength, bravery, intelligence, and charisma. The key to success in the game is the manipulation of these characters.

The first thing to realise is that any character can be 'brainwashed' into thinking he or she is someone quite different. Take Loki, for example. He starts off as a baddie, but he can still be very useful to you in the game.

In order to brainwash Loki, or any other character, you could proceed as follows. First, by attacking a number of minor goodies yoiu can win Loki's favour. You can then order Loki to start attacking baddies and – Loki joins the ranks of the virtuous. It can't be stressed too much unless you have the right characters on your side, you cannot succeed in all the quests.

Next tip, and an obvious one. Make a map. Don't be fooled by the apparent layout of the world you find yourself in. To save you the trouble of finding out, the White Wizard warns you that *Valhalla* is divided into 81 locations, arranged on a 9 by 9 grid. Many of these locations are only accessible if you can fulfill certain conditions.

To find out what these conditions are, you should regularly ask for HELP in every location. After a while you will see that the conditions fall into three main categories. Either you must have a certain object with you, or a certain character. Alternatively, the opposite might be the case, and you will be able to go in a certain direction if you don't have, for example, a ring, or if a particular character is absent.

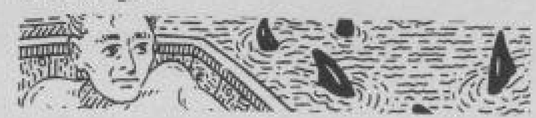
There is a third condition, the most difficult of the three, and often HELP doesn't help much in this case. On these

one a miss.

Other adventures on the 64? Well, there's *Valhalla* now, of course – reviewed elsewhere in this section, and Commodore have just brought out the Infocom disk-based games for the stunning price of £11.95 (they used to change hands at around £30.00). And then there's . . . well, I can't go on forever, otherwise owners of other machines will be hurling fireballs at me.

'So few adventures for the 64', Mr Venus? Just keep your eyes glued to these pages over the next few months and I think you'll soon find there's enough to keep you busy.

BBC owners are certainly being kept busier than they used to be on the adventure front. Virgin have just brough out ***Sea Adventure***, and then there's the D&D-type program from ISP, ***Monsters and Magic***.



Sea Adventure has pretty graphics, some amusing locations, and not much else. There aren't many graphics adventures for the Beeb because of the limited memory, and generally you either get tricky games or pretty pictures, but not both. In *Sea Adventure* you get the pretty pictures.

Virgin call this game 'a text adventure with graphics location', but it's really a collection of graphic location with a few bits of text. You don't even type in commands, but instead enter them by pressing function keys, each of which has been assigned a particular meaning. No need to be a mathematician to work out that that means only 10 possible inputs, and since six of these are for directions (N,S,E,W,U,D) that leaves ony four possible courses of action in each location.

Well, I suppose you could argue that there isn't much to do in a lifeboat, which is where you find yourself in this program. Lost at sea after your ship was sunk by killer whales, you'd be forgiven for thinking that the most exciting event took place before you started playing.

Sea Adventure is another hard-to-map game, but there aren't many locations. I have to admit, though, that I enjoyed the pretty pictures and even had a laugh or two when I was made to walk the plank by a petulant pirate, but otherwise this isn't exactly keep-you-up-till-two-in-the-morning stuff.

Sea Adventure should probably keep the younger kids happy – after all, they can't stay up till 2a.m. anyway, but us older kids should steer clear.

That leaves *Monsters and Magic*, from ISP. This is another one of those D&D-type games where you choose a character and rush off into caverns where Balrogs do not, as a rule, fear to tread. You then endure numerous combat routines of the 'Dire Wolf takes a huge chunk out of your left leg – You lose 10,000 hit points' variety. All that just for a few measly gems, and even more measly 'experience points'.



Monsters and Magic scores higher than most games in this category, however, because of the complexity of

---

occasions you will find that you can only proceed in a certain direction WITH one object/character AND WITHOUT another.

Now perhaps you're beginning to see just how tricky this game is. But don't despair. The White Wizard has a few clues to help you on your way...

QUEST 1. OFNIR

Legend's tip: Darkness in Midgard. Hmmm... You should be able to crack this one by yourself. No help here, except that you'll need someone with a bit of muscle to give you a hand.

QUEST 2. DRAPNIR

Legend's tip: So many choices, you could sink into the pits of despair. The choices won't be apparent to you unless you're carrying Ofnir, but you'll have to get rid of it if you're going to succeed. Give Ofnir to a friendly character and then when you need it back, summon him/her and ask for it. Easy, isn't it?

QUEST 3. SKORNIR

Legend's tip: A peculiar start, a difficult decision, the bald man needs defence. White Wizard's tip – Peculiar? Well, let's just say a bit odd, and the bald man is lacking something other than hair.

QUEST 4. SKALIR

Finally, an exclusive clue to help you find Skalir, the fourth quest. This tip comes from Legend's John Peel, make sense of it if you can: The den of thievery – magically light-fingered but magically defended – you will find yourself in trouble.

And the best of luck!

£1500 OF TAPES MUST BE WON

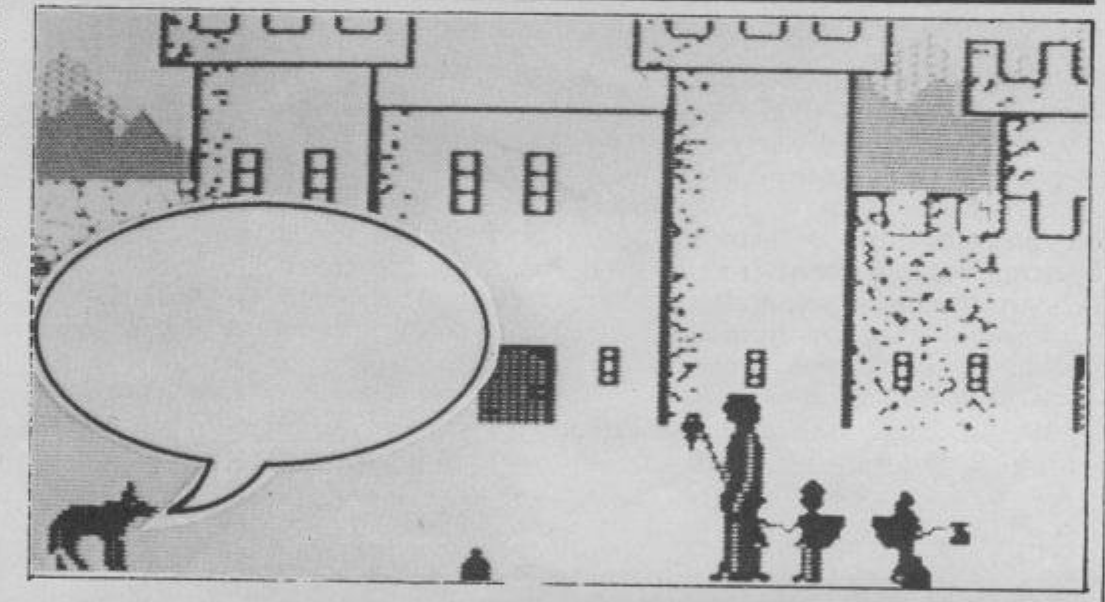
Here's another exclusive Personal Computer Games competition – this month, you have the chance to walk away with your own copy of Legend's *Valhalla*, Game of the Year 1984. We are giving away 100 copies!

***Valhalla* set a new standard for interactive games in October 1983. If you've never played, you're in for a shock – the characters actually act out your commands on the screen.**

The prize copies will run either on the Commodore 64 or the Spectrum 48K. The rules of the competition couldn't be simpler – just look at the screen-shot below (taken from the game) and think up a caption to go in the space provided.

The 100 funniest and most original entries will be chosen by PCG reviewers. Each receive a free copy of Legend's award-winning game, worth £14.95.

Don't delay! Fill in the form on page 128 and post it as soon as possible – the Gods are waiting for you!



RULES

1. The competition is open to anyone, except employees of VNU or Legend and their families. 2. All entries must be on the official entry form provided. 3. Entries must arrive at the PCG office by September 1st, 1984. 4. The 100 winners will be those whose captions are judged to be the funniest and most original. 5. The Editor's decision is final.

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTERACTION	VALUE
GROUND ZERO	SPECTRUM 48K	£6.95	6	8	5	6
INFERNO	SPECTRUM 48K	£6.50	7	6	7	6
STRANDED	COMMODORE 64 ATARI	£7.95 £9.95	4	4	3	4
MONSTERS & MAGIC	BBC B	£6.95	4	4	5	4
SEA ADVENTURE	BBC B	£7.95	3	5	2	3
STREETS OF LONDON	COMMODORE 64	£9.95	5	6	5	5

the characters you can create, and the fact that two different dungeons are included in the program for you to explore. Combat is in 'real-time', which simply means that you must hit the keys as quickly as you would hit the baddies in real life.

Another bonus is the graphic depiction of the room you happen to be in. This only shows entrances and exits, however, and not the monsters themselves (or the treasure). We Wizards are a bit snobbish about games like this, accustomed as we are to have Dire Wolves for breakfast, but if you fancy a bit of the old combat routines then give it a whirl.

Now, to finish off, a quick re-engagement with ***Klartz and the Dark Forces***, a game for the Dragon that the white wizard was most uncomplimentary about a few issues back. Mike Meineck, the author of the game, has written me a lengthy letter with info on the game, and includes the very tempting offer of a free disk drive to the first person to map out all the Time Zones correctly. Sounds good, but what about the game?

Your task is to find a number of relics left behind by the victims of the evil Klartz. The relics lie scattered in different time zones which you must explore with the aid of your time capsule.

Last time I wrote about Klartz, I concluded that it was too easy by half. Mike's letter points out quite rightly that I was completely fooled by a number of red herrings in the program and in fact never got very far at all. The White Wizard turned very red at this point. and spent the week-end casting 'remove warts' spells (a particularly nasty one, that) as a penance.

Klartz is an unusual game because it combines one or two very easy puzzles with a couple of fiendishly difficult ones. I'm sorry, Mark, but the White Wizard isn't word-perfect on the Communion service! Excommunicated for magical practises, this wasn't a part of the game I was too successful at. As for you other Dragon owners, if that's got you intrigued the game is available from Dungeon Software, Milton House, St. John Street, Ashbourne, Derbyshire.

Dawn is now breaking over the Misty Mountains and it's time for the White Wizard to pop his staff in the umbrella stand and take a nap. Tread carefully in dark places, and may all your Balrogs be . . . well . . . small ones.

The Wizard's Mailbag

Daniel Gilbert's 1024 points in *Twin Kingdom Valley*, mentioned in the June issue, has provoked a storm of correspondence and the White Wizard has been forced to employ a few extra gnomes to empty the mailbags.

David Sprall, Mark Ormiston, and Steve Gray are members of the 'Secret of Life Club' with one thing in common – they are all puzzled by wooden rods and bridges over canyons. The bridge over the canyon appears in the advertisement for the game.

Well my fellow adventurers, help is at hand. The White Wizard would refer you to that classic game *Adventure* in which you will find both a black rod and a chasm – but no bridge. Ironically, Steven Gray hints at the solution in his own letter: 'I solved *Twin Kingdom Valley* without finding any use for the word "Wave", which presumably serves some purpose as I got "Nothing happens" whenever I used it. Is it used on its own, or with a noun? I also found no use for the short wooden rod to be found near the Forest King's Hall.'

Need I say more?

Other *TKV* top scorers include Andrew McDaid, Stephen McNeil, Julian Venus, J. Tomlin, Stuart Henderson, and Paul Sellen. Thanks for your letters, friends, and I wish you luck in all your adventuring.

This month's helpful hints

Once again the White Wizard comes to the rescue, with pearls of wisdom to cast before harrassed adventurers.

Use the Clue Code at the end of each problem to identify a square on the grid. Starting at that position, read every second letter until you have a complete sentence.

When you reach the end of a row, go back to the beginning of the next one and carry on. If you reach the bottom of the grid, start again at the top.

1. Having trouble with the law in *Urban Upstart*? Here's a tip to get you out of jail. (Clue Code C2)
2. Stuck in the room with a grill in Salamander's *Lost in Space*? Try going up in the world with this timely hint. (Clue Code A1)

	1	2	3	4	5	6	7	8	9	10
A	I	P	T	S	S	Y	W	O	H	U
B	A	S	T	H	Y	O	O	U	U	L
C	S	T	A	R	Y	Y	T	B	H	I
D	A	D	T	I	C	N	O	G	U	Y
E	N	O	T	U	S	R	U	T	A	I
F	M	M	E	E	Q	S	T	R	C	O
G	W	W	H	E	A	L	T	L	A	T
H	R	H	E	A	Y	T	O	S	U	I
I	U	T	P	F	T	O.	O	R	N	N
J	O	O	W	W	N	O	W	A	N	D

ADVENTURE NEWS · ADVENTURE NEWS ·

Graphics from Artic

Artic are breaking with tradition and releasing a graphic adventure, *Eye of Baine*, for the Spectrum at £6.95. Unlike their earlier text-only games, this program features 36 graphic locations which you will visit in your efforts to escape from natives in the jungle and find the legendary Eye of Baine.

Spiderman joins the superheroes

Adventure International will be releasing *Spiderman* for the Commodore 64 and the Spectrum at the beginning of October. Retailing at £9.95 (cassette version), this is the second in the series of games featuring the Marvel superheroes, following on from *The Hulk* (reviewed last issue).

Adventure International hold the rights to all the characters for the next ten years, so gamesters can expect a steady flow of titles on a wide range of machines.

Computer movie

Legend are busy working on the follow-up to *Valhalla* and the program should be launched in September/October of this year. 'It's another step in the development of what we call the computer movie' said Legend's John Peel, '*Valhalla 2* will demolish once and for all the difference between arcade and adventure games.'

September Sherlock

Melbourne House are due to launch *Sherlock Holmes* on September 11th at £14.95 for the Spectrum. A Commodore version will be released in October. The program features characters and situations drawn from a number of the Conan Doyle stories, including Doctor Watson and the evil Moriarty.

Carnell go bust

Carnell Software, producers of *Wrath of Magra* (reviewed in last month's issue), have called in the receiver. The future of their products remains unclear and the company were unavailable for comment at the time of going to press. Some software shops still hold stocks of Carnell games, and there are rumours of a possible deal with a software distribution company to ensure that the games remain available for as long as possible.

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Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.
New Bogy Men
Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.
New Bizy BeeZZzz
When teddy to the picnic went there came the smell of honey So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.
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Virgin Games

A name to PLAY with

Two New Releases

You are at sea. Some friendly porpoises are following you.

You can go north,south,east and west.

SEA ADVENTURE

An adventure game with a difference! It not only features text but also highly colourful graphics to give the player a more realistic feel to the game. After a shipwreck, the player must find his way back to England by moving from place to place – islands, pirate ships, sea creatures and ghost ships are just some of the hazards he will encounter. One element that sets SEA ADVENTURE above all others is the one-key movement method. By pressing just one key the player can move north, south, east or west, pick up, drop, or use objects. This is a great bonus for players who are fed up with typing in long commands only to find that they are wrong.

BRAINSTORM

A unique game for two players. BRAINSTORM requires great skill and strategy to win. Each player has his 'brain' to defend from the Opposition's laser cannon. To do this he must place electro-prisms on the board to deflect the attacking laser. He must also use these prisms to deflect his own death-dealing ray into his opponent's brain. Each board (there is a choice of three layouts to choose from) has an obstacle course of pre-set prisms from the start. The deflection factor of these prisms is purely random and could mean thay you end up killing your own brain! Sounds a bit complicated? Well, it isn't really, although a lot of skill, nerve and tactics are required. It's a bit like chess – with lasers – only better.

£7.95 R.R.P.



The Commander comes back on a mixed bag of readers' phone-ins



CALLING COMMANDER CHANCE

What a month! The Hotline has been inundated with calls, and the Voice Recognition Digitiser has been working 24 hours a day, processing complaints about rip-off games, bugs, hi-scores, playing tips, and much, much more.

Here's this month's piece of the action, folks. Don't forget, I'm on call by day or night on **01-636 5911.** Speak up, don't be shy, and remember to leave your name and address.



Real rubbish

I thought I'd tell you about a real rubbish game I got for Christmas. It's Bug-Byte's *Sea Lord* for the BBC B. You can easily finish every screen by just facing your man upwards and keeping your finger on the fire button. Still, it was a gift...

Jason Whittaker, Kenilworth

Never look a gift horse in the mouth, Jason, even if it is a sea-horse. Sea Lord *has some reasonable graphics, but I agree it lacks a bit on playability. Now if only whoever gave you the program had checked our reviews first – we looked at* Sea Lord *back in February, and it didn't exactly get rave ratings.*

Exact copy?

I want to complain about Mastertronic's Spectrum game *Gnasher.* I think it's a complete rip-off because it's an exact copy of R&R's game of the same name – so that's not very good is it?

Jay Wayser, Orpington

Ahem, Jay, I have news for you. Mastertronic's Gnasher IS R&R's Gnasher. The two companies have an agreement that allows Mastertronics to sell Gnasher (and Spectipede) and pay a royalty fee to R&R – and who's complaining? R&R's version costs nearly twice as much!

False alarm

Hello, this is Jeff Minter. I'd like to report some missing llamas. Hello, this is Jeff Minter, I'd like to report some missing llamas. Hello, this is Jeff Minter...

Anon

Hello, this is Commander Chance. I'd like to report an Unidentified Talking Wally. Everyone knows that Jeff keeps his llamas under close observation. Sheep, now, are another matter...

Not aMazed...

I'd like to complain about your Good Buy charts. I am of course referring to Maziacs. I bought it and you let me waste £6.95 – you said it was excellent but it's total rubbish. And what about *Atic Atac* and *Jet Set Willy* which you missed out?

Stephen Bachelor, South Shields

It's a pity you dislike Maziacs. *We still think it's a great game.* Atic Atac *and* Jet Set Willy *both appeared on the Good Buy charts in the July issue.*

PCG show, please

I want to know when there's going to be a PCG show up North – Bradford, or somewhere round there. All computer shows seem to be down South. It's a long way to travel just for a show.

Matthew Carroll, Bradford

I know it's tough, Matthew, especially if you don't have Warp Drive on your Cortina, but here at PCG we are looking at the possibility of doing something up North. Keep your fingers crossed.

Freeze the egg

I just scored 280,150 on *Chuckie Egg* by A&F Software for the BBC. Could you also tell me what rulings there are on doing things like freeze buttons etc. during play? Thanks.

Stephen Galchrest, Dulwich

The Chamber Master writes: 'There's no reason why you should not use the freeze keys during the game. There are times when even games of Chuckie Egg *must be interrupted. However, Stephen, I am afraid that you will need a lot more practise before you are summoned to the Challenge Chamber – top score on the Beeb version of this game stands at 5,127,530.'*

Blitz bug

I think I've found a bug in Anirog's *Star Defence.* If you press 7, hundreds of little UFO's appear and start firing. You can get huge scores by pressing SHIFT and RETURN. SHIFT makes you invisible and invulnerable, and then RETURN blows them all up! Using this method, my Dad and I scored 120,926.

Chris Firth, Walthamstow

Boy! What a clean-out! Anyone else checked out this bug? Or any others, for that matter.

Amusing Upstart

I'd like to say how funny I think Richard Shepherd's *Urban Upstart* is – especially getting nicked for indecent exposure. It's a great family game, and I'd recommend it to anybody who likes fun games or adventures.

Scott White, Bradford



There's no hiding place in

ZAPP

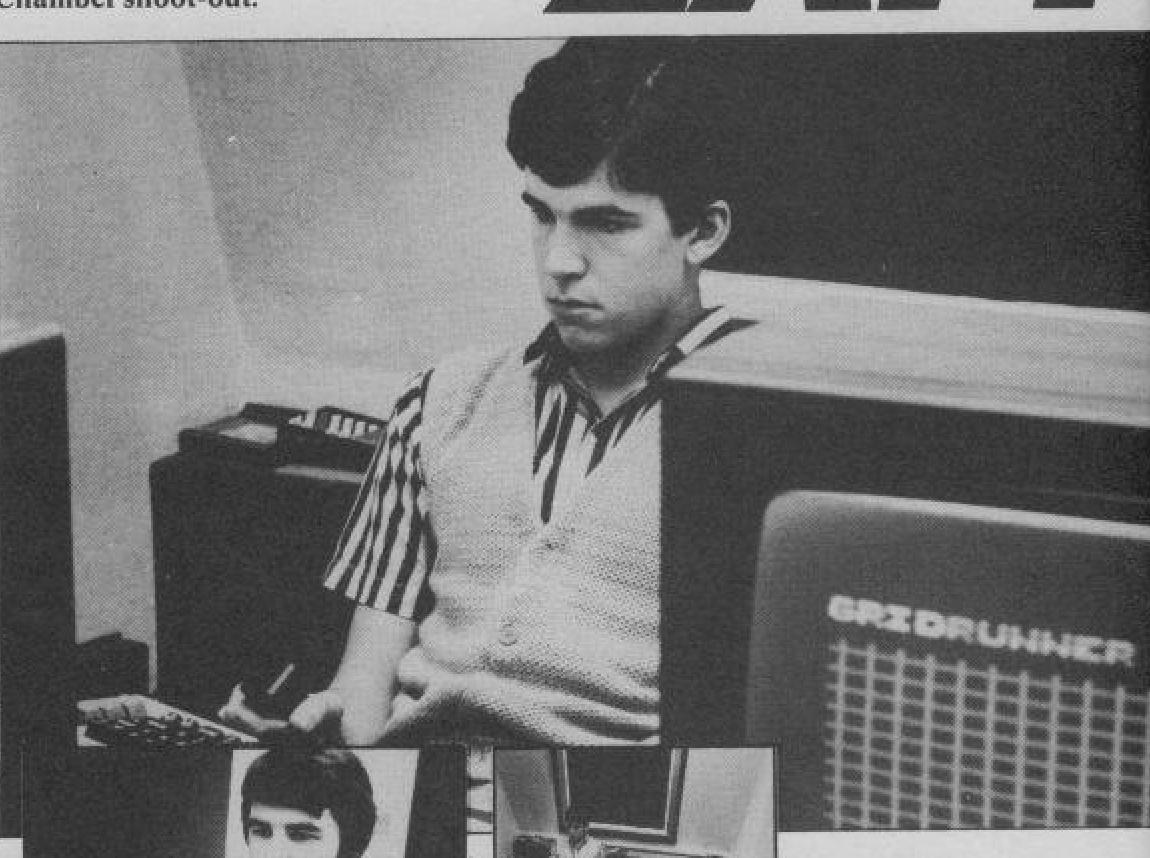
GRIDRUNNER PLAYERS are a breed apart. They're not interested in pretty graphics and cute scenarios. You can't fool them with the frills of fancy packaging and free gifts. Because what they want is a really good mega-zap. And that's just what Steven Blunt, 16, of Farnborough, and Steven Bell, 15, of Barking in London, had in this month's Challenge Chamber shoot-out.

The similarity between these two dedicated gamesters extends beyond their names: they both have Vic 20s, they're both doing O Levels this summer, they both intend to study Computer Science when they leave school.

Laser

Steven Blunt is in the middle of writing a machine code game in which a surgeon uses a laser to suck bullets out of a patient's rib cage. Interesting, but disgusting. Steven Bell has not had a machine for quite so long and is only beginning to grapple with the mysteries of code. (The Chamber Master thinks things will be a lot simpler if both Stevens are hereinafter referred to by surname only – Blunt and Bell, the dynamic *Gridrunner* duo.)

As for games, they're both fans of Jeff Minter's other programs. Bell likes *Revenge* because 'it's got good graphics and it's fast'. Blunt is a fan of 'All the Jeff Minter games and Anirog's *Star Defence*'. Why? 'Because,' he says modestly, 'I'm pretty good at it.' He's no slouch at *Gridrunner* either, his entry form proclaiming a score of 330,970. But Bell had the edge on entries – he'd clocked a massive 447,900. Both players had spent a hard weekend brushing up on their technique, so the Master eagerly awaited a tense contest and some real mega-scores.



Above: Steven Blunt struggles with a screenful of aliens. Left: Blunt and Bell – bogeymen of the Martian hordes. Far left: Steven Bell notches up the points.

Crossfire

For the uninitiated, *Gridrunner* is a fast, furious and loud shoot-'em-up. On the red grid you control a laser base which can move horizontally and vertically. Streaming down at you are the Droids, rather like the creatures in *Centipede*. At the intersections of the grid's lines the Droids lay eggs which, if you don't give them a thorough zapping, will emit unstoppable plasma bolts. As if that weren't enough there are X, Y Zappers moving along the side and bottom of the grid: get caught in their crossfire and you've had it.

As the contestants settled down to their respective machines Bell suddenly asked for the colour to be switched off: 'I play in black and white,' he stoutly said. His wish was the Chamber Master's command, and the match took place with one colour and one monochrome set. So at 5.05pm a fearsome crashing noise duly announced the commencement of hostilities in the Challenge Chamber. Joysticks were perched on legs, eyes fixed on screens and in next to no time the first of many grids had been zapped.

It was a mass slaughter – the alien hordes descended obliviously into a veritable storm of accurate laser fire.

Tension

But there was tension in the air. After only two minutes a nervous laugh from Blunt announced that he had lost his first life. Moments later he lost another – an inauspicious start. It even crossed the Chamber Master's mind that he might have a Wally of the Month. But it was not to be: Blunt showed true grit and recovered well from his disastrous start.

Meanwhile, in glorious monochrome, Bell was confidently and methodically killing everything in sight. At 5.12 he reached 100,000 with nine men left. Suddenly, things began to go wrong for him as well. He lost a life as he was caught in the dreaded X, Y Zappers and then lost another almost immediately.

As they advanced to 130,000 both grids were swarming with crazy droids. B & B dodged and climbed with amazing speed and dexterity, but the nerves were really telling now and they were both losing lives rapidly.

Blunt was the first to go, groaning in disbelief as he died on 191,940. 'Believe it or not', he said – and the Chamber Master did believe him – 'this was the first time I've got under 200,000 since the first day of 1983.'

Bell still had four lives left but with the competition gone he seemed to lose interest and faded rapidly until, at 5.20, the droids finally got him on 267,440.

Re-match

Both men knew they had performed well below their best: both men, the Chamber Master knew, deserved a re-match.

This time both of them passed 100,000 without losing a life. Droids to the left of them, Droids to the right of them – but they did not flinch.

On through the 200,000 barrier they went, still with a plentiful supply of lives. But, inevitably, mortality caught up with them. On 267,000 Blunt finally expired. Bell, though, pressed on heroically. He broke 300,000 but couldn't quite make it to 400, passing away far from quietly on 378,000.

In the crucible of the Challenge Chamber the fear is that you'll melt in the heat. But for B & B the temperature just stiffened the sinews and summoned up the blood. Courage, dexterity and tenacity were demonstrated in abundance. What more can you ask?

in the *Gridrunner* shoot-out!

PING THE DROIDS



Another thrilling contest, and once again the aliens came off worse.

The scores to beat

FORBIDDEN FOREST COMMODORE 64

★586,280 Jonathan Kenny, Thetford, Norfolk
★324,287 J.D. Lister, Stalybridge, Cheshire
★323,007 Kevin Leonard, Pontypridd, Wales

GRIDRUNNER VIC 20

★447,900 Steven Bell, Barking, London
★330,970 Steven Blunt, Farnborough, Hants.
★309,820 Graham Fox, Manchester

REVENGE OF THE MUTANT CAMELS COMMODORE 64

★1,885,000 Tom Burton, Sweffling, Suffolk
★1,530,819 Alan Bilsborough, Glasgow
★1,420,000 Steven Finlay, Kircaldy, Scotland

CHUCKIE EGG SPECTRUM

★4,001,390 Paul Hoare, Croydon
★1,745,660 Nigel Brant, Melton Mowbray, Leicestershire
★1,094,140 Bernard Murphy, Halifax

JET PAC VIC 20

★183,800 Michael Parkhouse, Swansea
★139,920 Nick Torkington, Oldham
★135,660 M. Edwards, Bakewell, Derbyshire

LUNAR JETMAN SPECTRUM

★382,520 John Elliot, Falkirk, Scotland
★202,720 Paul Reed, Hull
★173,530 Mark Johnston, Arbroath, Scotland

3D ANT ATTACK SPECTRUM

★47,860 Andrew Ley, London
★44,285 Robert Kidd, Ipswich
★43,678 Michael Tomkinson, Shaw, Lancashire

Crazy tips and loony letters

It's been an exciting, but tiring, month for the Chamber Master. There are so many entries and letters that deliveries are now made by helicopter to the roof of our office block. Underlings swarm up the fire escapes and return with huge sacks whose contents are poured at the Chamber Master's feet.

One particularly pleasing epistle plucked out by a minion came from the dreaming spires of Oxford University. The Chamber Master is happy to confer on that ancient seat of learning the privilege of entry to the Challenge Chamber. Dr J. M. Atkinson does great honour to Wolfson College with his score of 571,910 on the Spectrum version of *Chuckie Egg*.

A month ago this total would have gained the Doc an invitation to enter the Chamber. Now, unfortunately, it only gets him mentioned in despatches. But Dr. Atkinson will obviously want to compete in the contest which is sure to replace the Boat Race as a Grandstand feature – The Oxford-Cambridge *Chuckie Egg* Race. Watch this space for more news.

Chuckie Egg continues to attract mountains of entries on all machines. Maurice Robins of Birmingham weighed in with 435,580 on the Spectrum and sent this rhyming tip: 'Avoid the duck with plenty of luck.' There's still a vacancy for Poet Laureate, Maurice. Philip Hamilton of Bolton, 382,410 on the Spectrum, gives this reassuring advice: 'The bottom of the big duck is harmless.' That's a relief.

Forbidden Forest on the Commodore 64, PCG's Game Of The Month in April, is attracting an increasing number of entries. The Chamber Master is seriously considering it for Challenge Chamber duty. So, archers, keep bending those bows!

It's also brought in a couple of strange tips. What about this from Paul Hunter of Muir Of Ord in Scotland: 'Don't blink!' The Chamber Master has tried, and it is just not possible. Still, Paul managed to arrow his way to 275,177.

Neil Taylor of Kedington in Suffolk is obviously of a nervous disposition. Although he has scored 288,477 on *Forbidden Forest* he says: 'Don't play it at night – too scarey!'

It's always nice to hear from old friends, so the Master was especially pleased to get a letter from Tom Burton, who graduated with honours from the first ever Challenge Chamber.

Tom tells us that he's approaching the



two million mark on *Revenge*, and also encloses a high score for the new Jeff Minter game *Sheep In Space*, which Tom thinks is 'ace, and deserves Game Of The Month status.' He's already scored 1,146,000 and reached level 27. So Anthony Janota of Coventry has some way to go to catch up. He's managed 749,695 and, like Tom, recommends *Sheep*-fanciers to put in a lot of landing practice.

Stephen Corcoran of London sent in entries for just about every game available on the BBC. His letter lacked tips, but was full of searching questions. Such as: 'How do you decide who to summon to the Challenge Chamber? The person with the most outrageous score on a popular game? How effective is your Challenge Chamber deterrent?' Well, Stephen, the Chamber Master decides who is summoned and his deliberations must remain secret. The deterrent is obviously effective. Has there been a Wally of the Month? The Master still waits.

Finally, we come to Loony Letter of the Month. Someone signing himself 'Honest Radio 1 Fan' has sent an entry for *Revenge of the Mutant Camels*. His score – 15,922,526 in 88 minutes. And how does he do it? You'd understand if the Master felt able to publish his long list of instructions on how to get unlimited lives.

'Honest etc'.'s letter bears a postmark from Motherwell and Wishaw in Scotland. If anyone up there has a Commodore 64-owning friend who has lately been acting strangely, please let the Chamber Master know. This man needs help.

That's all for this month. Keep the entries and the letters flooding in. By next month the *Challenge Chamber* should have an apprentice Master to help sort through the post, so you need not fear for the Master's sanity.

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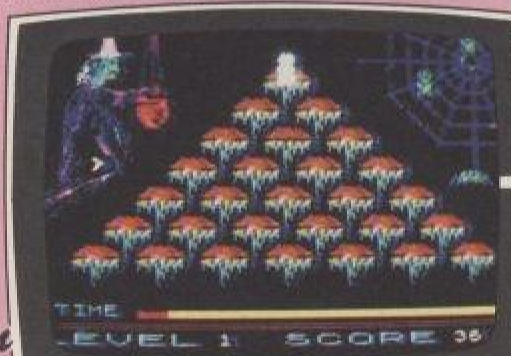
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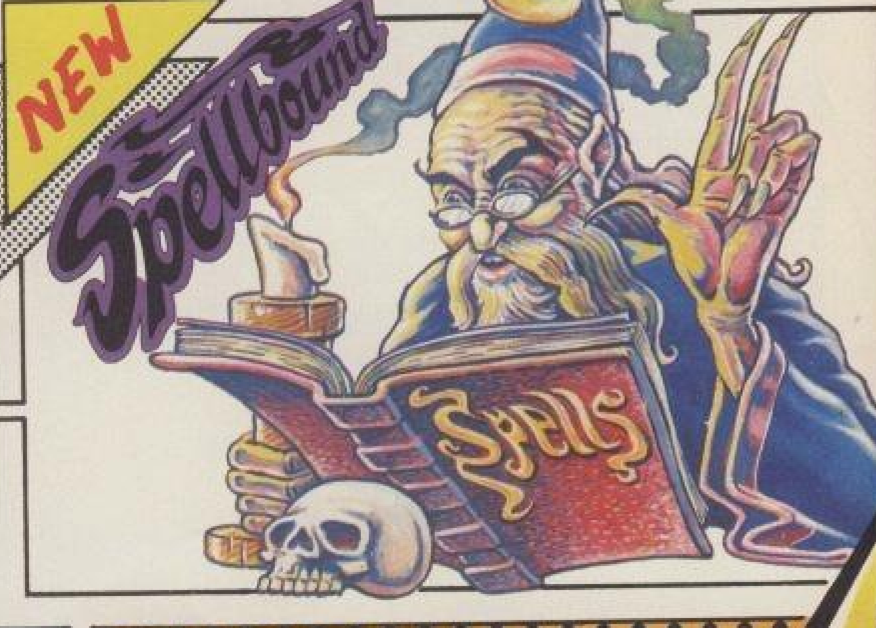
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Mike and Peter Gerrard are regular contributors to *Which Micro?* and *Personal Computer News*. Peter Gerrard is the author of many titles in the Duckworth Home Computing list, including the Exploring Adventures series, and contributes to *Popular Computing Weekly, Commodore Horizons* and *Micro Adventurer*.



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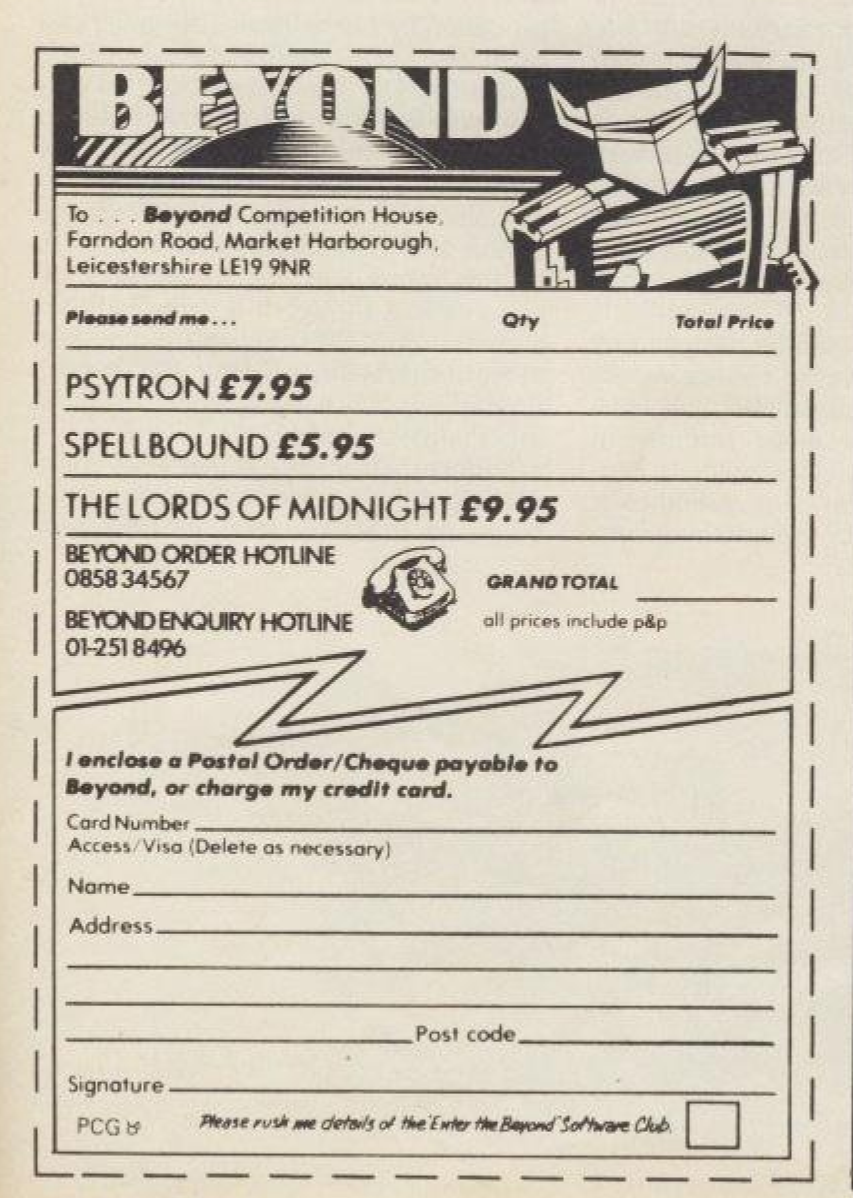
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If you have bit blasted too many aliens for one day, or have got lost in that dratted maze in the new adventure you've bought and are about to see just how well your computer will fly through the window, why not give these 'normal' computer games a rest. Load in a strategy game and find out just how well you would have run the Roman Empire. Take control of a group of soldiers or travel through time and fight out battles in outer space or on planets you have never heard off.

War games with scenarios similar to the above as well as many others can be found for nearly every micro. Some games will allow you to play against the computer. In others you have to play against a partner: why not have a go at killing your beloved brother, wife etc? In fact buying war games could lead to the end of family arguments as we know them. Whole families could be crowded around the television waiting to see who will win the War of the Roses and settle the latest family feud.

Until very recently most of the computer-moderated war games were shipped over from the US. All of these, although of very good quality, tended to be of a very high price. A number of British manufacturers have now produced many excellent packages, all marketed at a price far lower than their American counterparts. This feature will concentrate on products from these companies.

One British company who have really made an impact on the war gaming market are Lothlorien. Titles from this company are available for nearly every machine: Commodores, BBCs, Dragons etc. Most of them seem to make a first appearance on the Spectrum and are converted onto the other machines at a later date.

Conventional warfare

Confrontation is possibly one of the most popular games from this Stockport-based company. This is a two player game of conventional 20th century warfare. One player controls the Blue forces and the other player the Red. One nice feature of this game is the option to play on a black and white TV set. If you wish to play in black and white, the pieces of the player on the left hand side of the screen are shown in inverse to make them distinguishable from those of his opponent.

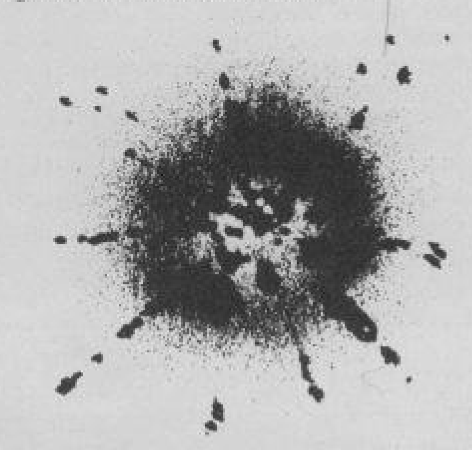
Each player takes control of a number of forces. The forces consist of mobile units made up of tanks, mechanised infantry and engineers. Each type of unit has its own particular use, for example it would be of very little use trying to destroy a plane with a paratrooper, but the flak guns can easily inflict damage on enemy aircraft.

The playing area is very clear with rivers, mountains, cities, bridges and other useful landmarks displayed. Pieces on the board belonging to each player are only displayed when they are actually being moved, which means that if the players agree not to look at the TV while the enemy is moving you will not know which piece is what type of unit before it is adjacent. All pieces are represented by a little picture when they are being controlled. The number of squares they can be moved and their type are displayed at the bottom of the screen.

One of the nicest and fairly original features this game offers is the option to design your own scenario. Once the program has loaded there is no map held in memory and you can load the one supplied by Lothlorien or design one of your own. Map design is very easy: the cursor keys are used to move a cursor around the playing area and the designer can place cities, rivers, mountains etc by pressing the appropriate key.

Because the map can be designed by the user there are no set victory conditions. You can play until all forces have been destroyed for a set number of moves, until a particular point is captured; in fact the list of possibilities is almost endless. Since the finishing conditions are left to the players a game could last five minutes, five hours, or until you wish to end.

Confrontation is an excellent game, available on a number of popular micros. Because the scenario is left up to the player it is an ideal program for both beginner and expert war gamer.



Zap the Yankees

Johnny Reb is another popular game produced by Lothlorien. This game can be played against another player or the computer. On the Commodore 64 version you can even get the computer to take both sides. The game is set in the American Civil War and is a fairly small skirmish at a river crossing between the Union and Confederate forces. To win at this game you must capture the enemy's flag, though it is possible to set a limit upon the number of possible moves, the winner being the person (computer) who has scored the most hits against the enemy.

Unfortunately, this game lacks some of the polish you find in *Confrontation*. Numbers surround the playing area —



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controlling the Roman Empire? Stuart Cooke surveys the latest in war games.

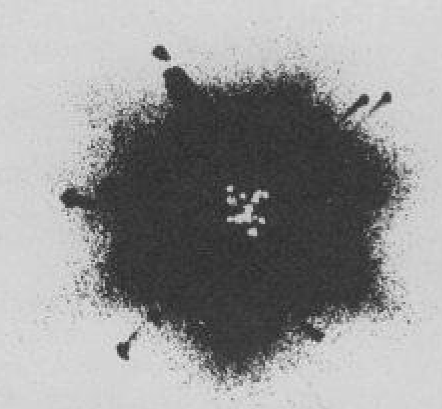
RO WARS

making it easy to judge distances when moving but making the display very messy. The only symbols found on the map other than the various pieces controlled by each player are the river, marshland, forest and a bridge. None of these graphics is used very well and the video display seems to lack a great amount of interest.

Each player is supplied with a number of playing pieces. These have differing movement and fighting capabilities, depending on what they represent. Artillery pieces are the only ones that can fire at the enemy from a distance. Unfortunately you can only shoot in eight directions and therefore have to be fairly close to, or in line with, the enemy or the shot disappears off the screen before you can hit him. It would have been nice to be able to select your target by moving a cursor around to point at the destination square.

First impressions led me to believe that this was a very simple and boring game. After a few sessions at the keyboard, however, I found there was a lot more to it than you would expect. To start with, a lot of forward planning is required so you can line yourself up with the enemy to shoot at him face to face. Secondly, you must make sure that whenever you do move one of your pieces you are not placing your man in the firing line of the enemy's guns.

Even though the graphics of this game are simple, and it is simple to understand, a lot of skill is required. It will take quite a while before you can totally master the game, if ever. This program is also a little slow – you get the impression that when the computer is playing one of the sides and you are waiting for it to use some of its artillery fire against your men you could have overrun the whole of its army and returned home to your farmstead.



Legions on the march

ASP Software is another firm which has begun to put a lot of strategy games on the market. Their latest release is *The Fall of Rome*, another game available for most popular micros.

The outside cover for this game states that you are supplied with a Free Colour Map, so you open up the box expecting to find some painstakingly drawn map of the Roman Empire only to find that the printed instructions are larger than the map. Don't go fixing the free map to your bedroom wall, you'll only lose it and it comes in very handy when playing the game.

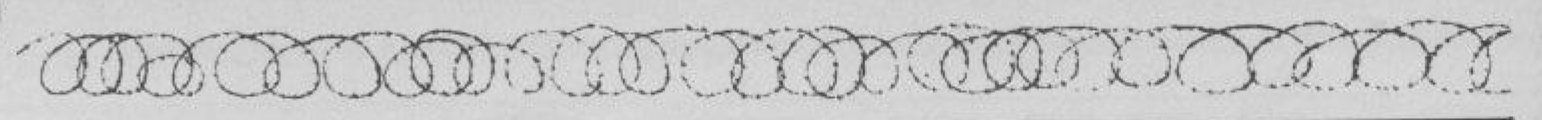
The Fall of Rome bears a slight resemblance to the well worn *Dictator* type of game. Each game turn you have to enter the number of legions you wish to buy and maintain in each area of the Empire. Income varies from region to region and the presence of unfriendly tribes will reduce it. This games goes a step further than the normal buy or sell that you normally have to do in a *Dictator* game in that you are allowed to move your men around. During the movement phase you can move your forces into any neighbouring province. Once you have moved the computer will move the enemy tribes. By moving to an area controlled by the enemy you can fight against him.

Even though the graphics are good and the responses to input faster than



● *The Fall of Rome* – good graphics and fast responses as you defend the Empire by marching your legions against hostile barbarians.





on some other games *The Fall of Rome* does not give you the feeling that you are atually in control. If you had a little more control of how each legion fought then you would have a better game. Instead you get the impression that you are having an exercise in entering numbers.

Heavy metal

Kriegspiel from Beyond Software runs on the Dragon 32 and is one of the few games around that exploits graphic facilities to the full.

The scenario puts you in control of a heavy tank division. You have the option of your opponent either being another player or the computer. Whoever plays, the object of the game is to capture the other player's city HQ. All the action takes place on a high resolution map that scrolls around the screen, which means that the battlefield is actually much bigger than the small area you can see. Three different maps are supplied with the game, and it is very simple to choose the one you wish to use.

Each player is put in control of 15 pieces. These consist of four heavy tanks, five light tanks and six infantry. It is possible to increase the number of playing pieces up to 25, after every round the player in control of the most friendly towns will gain extra men.

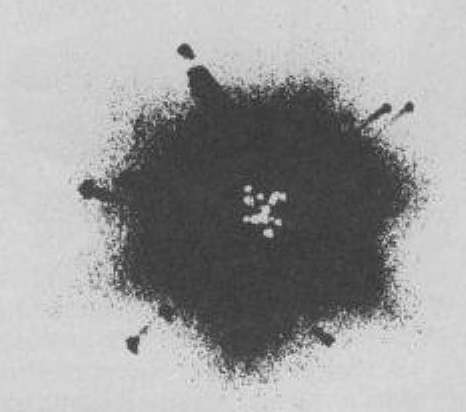
It is possible to enter all of your moves by either the keyboard or by using a joystick. Use of a joystick makes all entries to the computer very quick and speeds up play considerably.

Probably one of the most original aspects of this game is the way in which the weather affects play. It's realistic – and very annoying. You just think that you are about to make a surprise attack on an enemy when it begins to rain and you find all your powers of movement halved. If it snows, for example, your movement is halved and you have no transport.

The instructions supplied with the game are very clear, therefore a beginner to war games should soon be playing. So that you can tell which area is which on the map a key is given on the instructions; remember it's a lot harder to move through a forest than through a desert.

This is a very well-presented game and its clear, colourful graphics should appeal to everyone. If you are a Dragon owner then you should buy this game just so that you can see what your machine is really capable of. For those of us who don't own a Dragon, would Beyond *please* bring out versions for other machines.

Probably one of the most popular war games that you can buy is *Apocalypse* from Games Workshop. Red Shift are producing the computer game version of *Apocalypse* under licence.



World War III

If you are one of those unfortunate people who have never played *Apocalypse* then the subtitle given to the game should give you the whole story: *The Game Of Nuclear Devastation*. You are told, however, that use of nuclear weapons could cause a catastrophic chain reaction.

Apocalypse allows between one and four players to take part, however, if only one player is involved he will have to take two sides, the computer will not play against you.

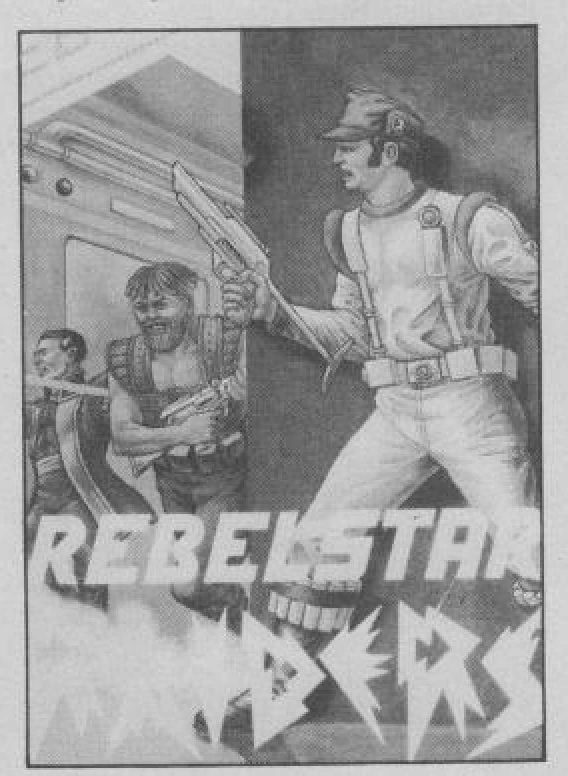
Each player is given a certain amount of power points, the number he gets depending on how many cnetres he occupies and the type of land that his centre is on.

There are three different maps provided with the game for your warfare to take place upon. These maps cover areas such as Britain, Europe and London. Red Shift have realised the potential of this game and are producing expansion cassettes containing more maps. Expansion maps cover areas such as US, Galactic, Napoleon's Campaigns and War in the Pacific. The BBC version does not yet have all the expansion packs available.

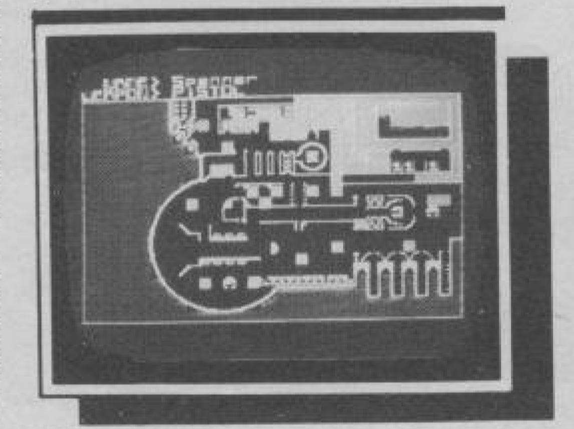
The maps used in *Apocalypse* cover most of the screen and are very clear. The map shows all the occupied areas and under which player's control they are. When making moves it is possible to move a cursor around the screen and an exploded view of the cursor position is given, showing which forces are situated there. This is very easy to use but tends to be a little slow and it is easy to forget which forces you have where, it's a large playing area to try to find out every time.

The only 'major' flaw in this game was found in the BBC version. The symbol of each of the players is positioned on any area he owns. Quite regularly the background colour was the same as the character's piece making it difficult to see exactly who was in control of the square.

Apocalypse is a very involved game and it will take quite a time for a beginner to master play. The instructions are good and clear and give examples wherever possible. The fact that you can purchase extra maps should add to the length of time before this game is put on the shelf and forgotten about.



● *Rebelstar Raiders* – a challenging game for two players



25th Century raiders

Rebelstar Raiders comes from the same stable as *Apocalypse*. This game takes place in the 25th century. You are given three different scenarios: Moonbase, Starligdale and the Final Assault. Two players are needed to play, each having control of between 20 to 30 characters. Every character in this game has his/its own name and weapon and characteristics.

All inputs to the computer are very easy. To get information on a particular character all you need to do is place the cursor over the player in question and press the **I** key. If you wish to find out about the character's weapon you press the **P** key.

Because each of the maps is different, the victory conditions differ although a specific object has to be destroyed or protected in each of them.

This is a game that you need at least an hour to play, but it is worth it when you guide one of your men around a corner and blast three of your opponent's men into little pieces. *Rebelstar Raiders* is a challenging and very enjoyable game.

▪ ELECTRON ▪

PAN AND PERSONAL COMPUTER NEWS PRESENT

ESSENTIAL BOOKS FOR YOUR ELECTRON

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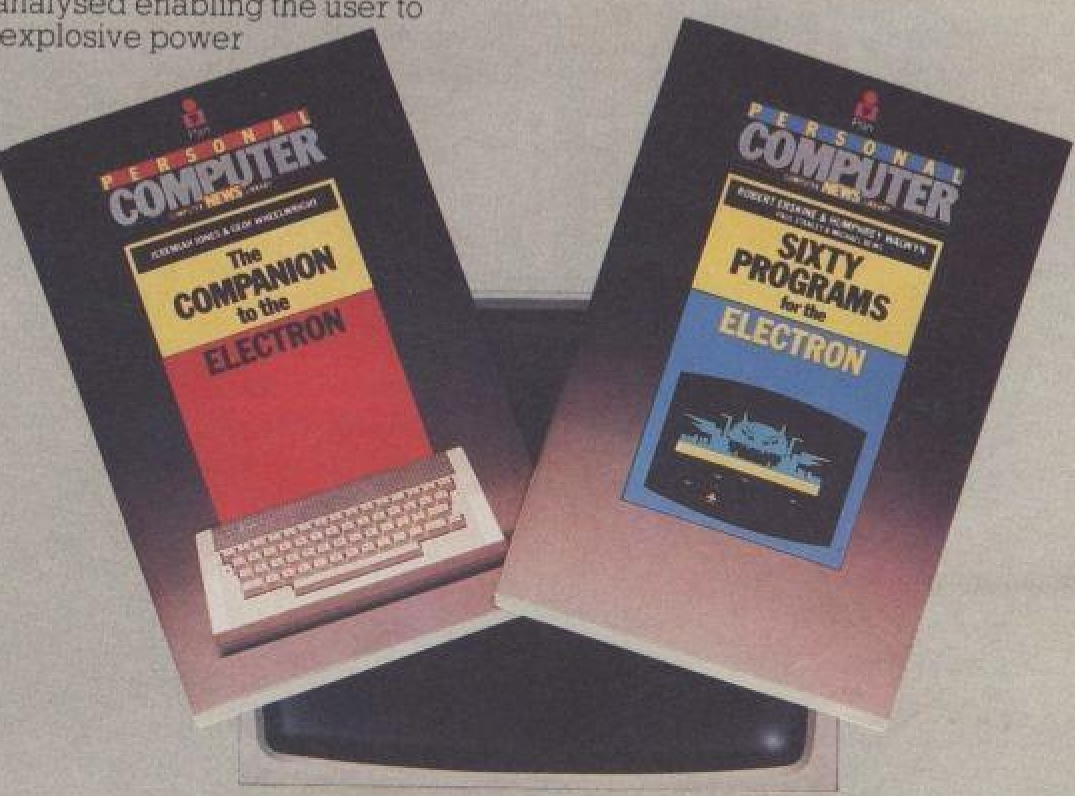
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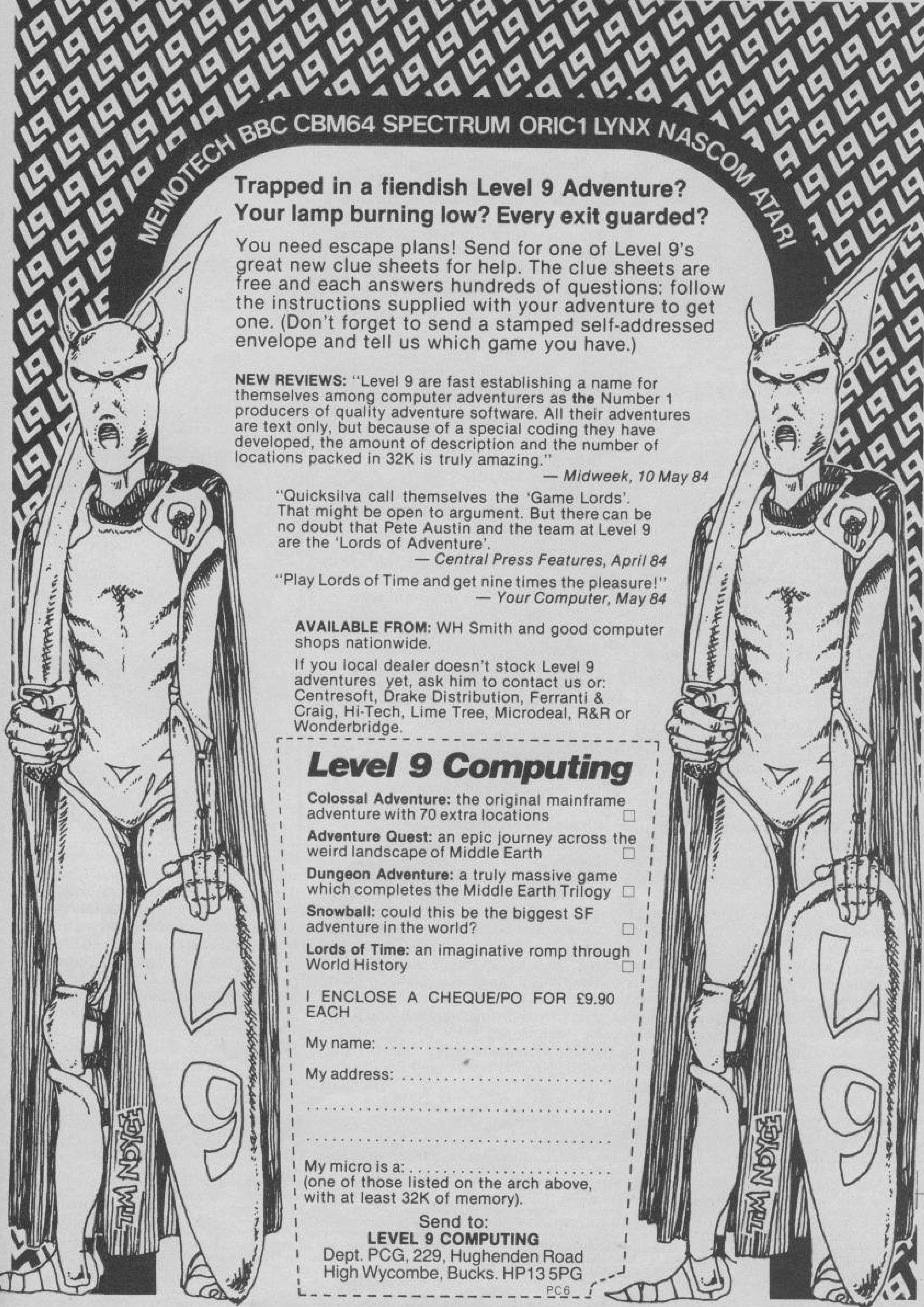
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THE FINAL CONFLICT



LORILON FALLS!

From our correspondent in Lorilon:

At eleven o'clock last night (mid-Helix time) the armies of the Dominion crossed the borders of Lorilon and swept all before them. Union troops fought fiercely to preserve the country they had only recently occupied, but the combined onslaught of 35 Dominion armies from neighbouring Jorlon and Olgrish was too much for them.

15 veteran Union armies were wiped out to a man as well as four fresh armies only just built. The Dominion lost only five. This morning Union officials in Northern Bikonia were on red alert following rumours of an impending Dominion invasion.

☆ How the game works

On the far-off planet of Helix, four superpowers are at war:

The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords, will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.



Yes, it's true. After its capture by the Union last month, Lorilon has been overrun once again and its factories are now busy supporting the Dominion war effort.

Union leaders may be regretting that they did not retreat south from Lorilon to Bikonia, a country that is now seriously undermanned. Things don't look too black for the Union, however. Looking at the situation in the south-east readers sensibly voted to reinforce Yinkan, which now harbours an impressive 37 armies. No doubt the fur will be flying on the Eastern plains next month. Your votes will decide the outcome.

War-lords of the Federation must be congratulating themselves on the capture of Knephet with a loss of only two armies. The Federation is now the only power to have consolidated its territories, opening up exciting possibilities. Fargrim, for example, is relatively secure and could therefore be used to supply or reinforce outlying countries which may be at greater risk.

The Commune is rubbing its hands with glee after conquering Rorglia with the loss of only one army. What's more, they have therefore acquired three missiles which could do a lot of damage to the neighbouring Dominion territories.

Tigron and Warrish were involved in an inconclusive skirmish on the Eastern front. The Federation marched south on Warrish, but the Dominion launched a pre-emptive missile strike on the aggressor, and at the end of the day Tigron lost no less than nine Federation armies.

Warrish had no cause to celebrate however. In the skirmish it managed to remain under Dominion control, but lost no less than 11 armies. Warrish

WAR-LORDS

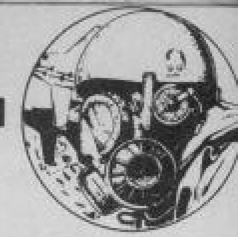
These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Joseph Johnson, Balham (100); Faisal Ahmed, Bristol (90); Ronnie Tan, London (90); Guy Norton, Weston (90); R. B. Williams, Cranleigh (60); D. Balfour, Huntingdon (60); Nicholas Thomas, Porthcawl (40); Paul Hobbs, Southampton (30); David Phillips, Manchester (20); Scott Tayler, Potters Bar (20)

FEDERATION B. Chopra, Horley (100); Douglas Johnston, Edinburgh (100); Stephen Bullock, Nottingham (80); I Moseley, East Ham (70); W Clements, Sonning (60); Michael Stewart, Aberdeen (60); Roderick MacLean, Gairloch (40); Peter Shea, Dollar (30); Simon Alcock, Norwich (20); P Melck, Wargrave (20)

COMMUNE Bill Murray, Peterlee (100); A Hassan, Cardiff (90); Lee Hinton, Warley (80); Ian Robertson, Sunbury-on-Thames (70); Gary Napthine, Loughborough (70); Graham Simmons, Amersham (70); Garry Grayson, Kings Lynn (70); Jeffrey Harris, Enfield (30); Anthony Cox, Birmingham (20); William Hill, Eyemouth (20); Eric Llewwllyn, Newport (20)

UNION Roddy Carnegie, Bridge of Earn (100); Michael Mullen, Milton Keynes (90); B Muspratt, Salisbury (80); Allan Tennant, Glasgow (80); D May, Chiswick (80); David Glancy, Darlington (80); Luke Brewster, London (40); Stuart Young, Glasgow (40); Andrew Campbell, Edinburgh (40); Jason Killin, Liverpool (10); Derek Nicholson, Newark (10); Alan White, Kirkby (10); Michael Stainson, Hartlepool (10)



The nationwide war-game everyone's talking about

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SEA
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ELFRITH
CHARG
PUGROSH
QUITHLIN
BIKONIA
SEA

commanders can't be feeling too confident following the ominous build-up of Union forces in Yinkan.

Next month looks set to be the most exciting round yet. Get voting!

This month's moves

Here they are – the final orders carried out by each country, as decided by your votes.

DOMINION

Elmet BA, Iskrand BA, Jorlon AL, Olgrish AL, Warrish LT.

Congratulations to R B Williams of Cranleigh, who receives his second War Lord nomination this month. He now wields 140 votes. Two other Dominion players (Paul Hobbs and David Phillips) also receive their second nomination this month.

FEDERATION

Tigron AW, Upland AK, Vindrish AK, Dweria BA, Fargrim BA

COMMUNE

Borgonia BA, Calyris BM, Droom BA, Norland AR, Zorg AR, Aberstrof BA

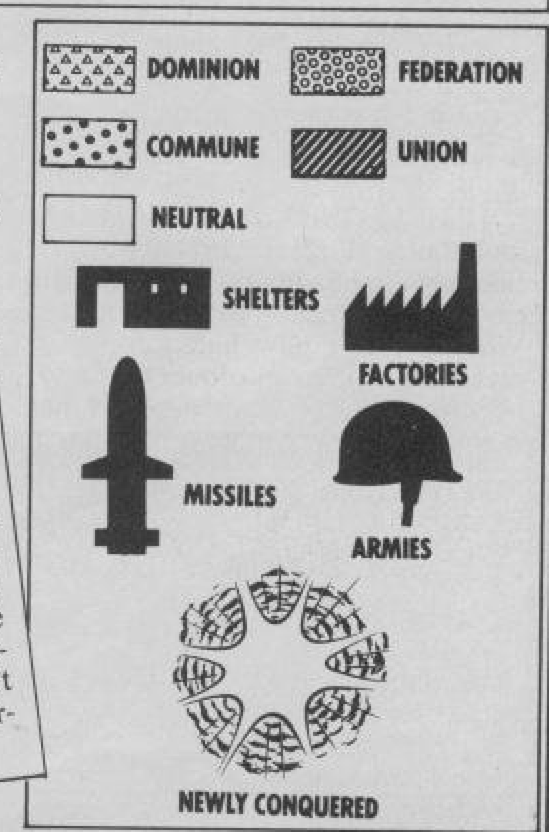
UNION

Lorilon BA, Pugrosh RY, Quithlin RY, Yinkan BA, Bikonia BA, Charg BA

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PCG7

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"Ziggy turned, his fingers clutching the trigger of his capsule gun, something had startled him or had it?

He looked back, he had grown very tired from his many exploits in THE PYRAMID negotiating 120 different chambers and coming face to face with some pretty nasty aliens.

No sooner than he had accomplished this mission, he was summoned by Time Lord Hamilton (known as Super Ham to his friends) to go to DOOMSDAY CASTLE and to save the Universe from the infinitely evil Scarthax, this being no small task took several megayears. By this time Ziggy was completely exhausted, his capsule battered, dented and wobbling as he limps in the direction of home, a real super hero of our time. Unable to leave the Universe undefended he radioed his great friend and colleague Beaky on the planet of Crackit to stand guard until his return.

Beaky would normally assume this role without a second thought, however he had his own problems to face for the dreaded Eggsnatchers had returned to threaten the very existence of his breed. Beaky's survival instincts do not allow him to leave Crackit until he has reared enough chicks to fight off the Eggsnatchers. In order to crack it, he must pass through 12 different stages each getting progressively harder.

So we have it, Ziggy returning home for a complete refit under the illusion that Beaky is defending the Universe, surely it can't take Beaky that long to secure his own species and when will Ziggy be back.....?"

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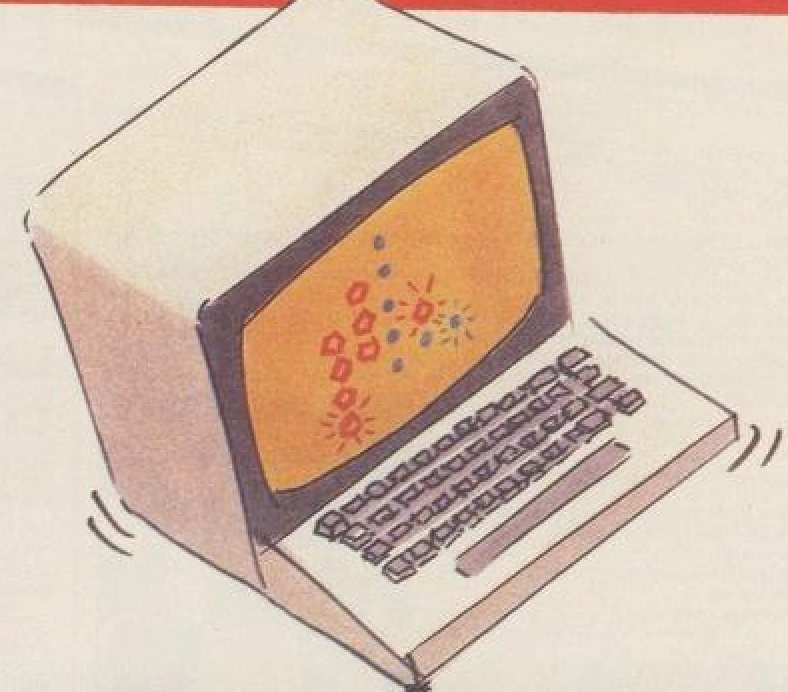
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TIMES: 10 am–7 pm weekdays. 10 am–5pm Sunday. FEATURES INCLUDE: Businessman's advisory centre. Top 20 Games sponsored by Websters. The Leading Edge/the latest products at the show. Amateur Computer Clubs. Top 20 computer books. ADMISSION: £3.50 p.p. Group tickets (10 people and over) £2.50 p.p. Please apply for your advance tickets to: Montbuild, 11 Manchester Square, London W1. Telephone: 01-486 1951.

cp software — Commodore 64 and Spectrum Programs

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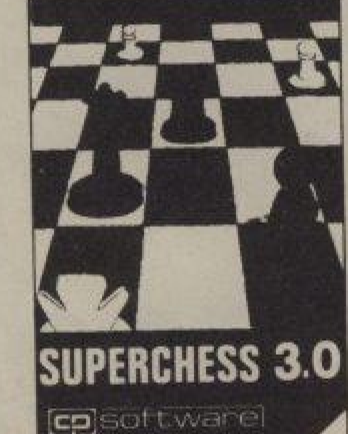
★ Declared 'Champion of Champions' by Computer Choice Magazine Chess Championship (May 1984)

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48K SPECTRUM
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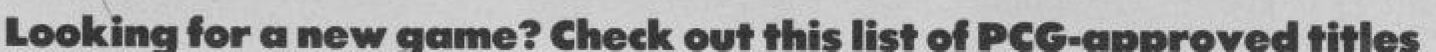
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Interesting programs for Spectrum, Commodore 64 and QL

ESPECIALLY WANTED:
QL/Commodore 64 Bridge Player

ANY OFFERS?

ADVERTISERS INDEX





Looking for a new game? Check out this list of PCG-approved titles

PCG RECOMMENDED GAMES

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

Also each month we take a game from these lists and give it special treatment as our 'Screen Classic'. It gets a page to itself so that we can wax lyrical about why it's a good game.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac, Jet Set Willy.*

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner.*

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

SPECTRUM GAMES L-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Lunar Jetman	48K	5.50	Ultimate	Follow-up to *Jetpac* Superb – if you can find out what to do
Manic Miner	48K	6.00	Software Projects	Spectrum classic. Guide your miner through twenty crazy screens
Maziacs	48K	6.95	DK'tronics	Exciting maze-game with gruesome monsters
Missile Defence	16K	5.95	Anirog	The best version of *Missile Command*
Night Gunner	48K	6.95	Digital Integration	Multi-level shoot-'em-up with excellent graphics
Psst!	16K	5.50	Ultimate	Use insect sprays to protect your plant from nasty bugs
Psytron	48K	9.95	Beyond	Brilliant multi-level arcade-adventure.
Scrabble	48K	15.95	Sinclair	Great simulation with an 11,000 word vocabulary
Scuba Dive	48K	5.50	Durell	Dive deep for treasures. Terrific graphics
Spellbound	48K	5.95	Beyond	Inventive and witty *Q*Bert* clone
Superchess 3D	48K	8.95	CPSoftware	Powerful chess program
The Alchemist	48K	5.50	Imagine	Arcade adventure with excellent graphics
The Hobbit	48K	14.95	Melbourne House	A wonderous graphics adventure through Tolkien's book
Trashman	48K	5.95	New Generation	Great graphics in this compulsive bin-emptying game
Valhalla	48K	14.95	Legend	Interactive graphics adventure

BBC GAMES M-Z

TITLE	PRICE	SUPPLIER	COMMENT
Monsters	10.00	Acornsoft	Best version of *Space Panic*
Planetoid	10.00	Acornsoft	The definitive version of *Defender*
Snapper	10.00	Acornsoft	Marvellous version of *Pac-Man*
Swordmaster	7.95	Acorn User	Enjoyable two-player sword fight
Twin Kingdom Valley	9.50	Bug-Byte	Graphic adventure with over 170 locations



Good Buy

ATARI GAMES N-Z

TITLE	PRICE	SUPPLIER	COMMENT
Necromancer	30.00	Synapse	Wizard battles through several levels of mystic monsters
Pole Position	30.00	Atari	Superb version of the arcade motor-racing game
Preppie	22.00	Adventure	Multi-screen arcade-adventure featuring a lawn-mower and vicious opponents
Qix	30.00	Atari	Intriguing territorial possession game with clear graphics
Shamus	30.00	Synapse	Multi-screen arcade-adventure
Star Raiders	30.00	Atari	Arcade quality 3D space game
Tennis	25.00	Atari	Terrific simulation. Better than Wimbledon
Zaxxon	28.00	Atari	Fly your way through space-fortresses and enemy fighters

COMMODORE 64 GAMES J-Z

TITLE	PRICE	SUPPLIER	COMMENT
Jammin'	6.90	Taskset	Strange and exciting game capturing musical instruments
Jumpin Jack	8.95	Livewire	Definitive 3D version of *Frogger*
Killer Watt	7.95	Alligata	Lovely graphics as you destroy the lightbulbs and avoid the monsters
Revenge of The Mutant Camels	8.00	Llamasoft	Follow-up to *Attack* with camels fighting back and 42 screens
Savage Pond	8.95	Starcade	Survive aggressive pond-life as you grow from tadpole to frog
Sheep In Space	7.50	Llamasoft	Latest Minter mega-zap: sheepoids against Zzyaxians
Solo Flight	14.95	U.S. Gold	Exciting flight simulator
Son Of Blagger	7.95	Alligata	Great graphics, great platform game
Super Pipeline	6.90	Taskset	Lay a pipeline while fighting off deadly bugs
The Hobbit	14.95	Melbourne House	Graphics adventure based on Tolkien's classic
Twin Kingdom Valley	9.50	Bug-Byte	Superb animated graphics adventure

VIC 20 GAMES M-Z

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Myriad	6K	6.00	Vicsoft	Colourful, action-packed shoot-up with 99 levels
Outworld	Std	25.00	Audiogenic	Great graphics in this *Missile Command* derivative
Quadrant	Std	6.99	Romik	Athletic variant on *Galaxians*, with man jumping and shooting
Satellites and Meteors	Std	20.00	Audiogenic	Definitive version of *Asteroids*
Spiders of Mars	Std	20.00	Audiogenic	*Defender* derivative with insect aliens
Star Defence	16K	7.95	Anirog	Excellent version of *Defender*

LYNX GAMES

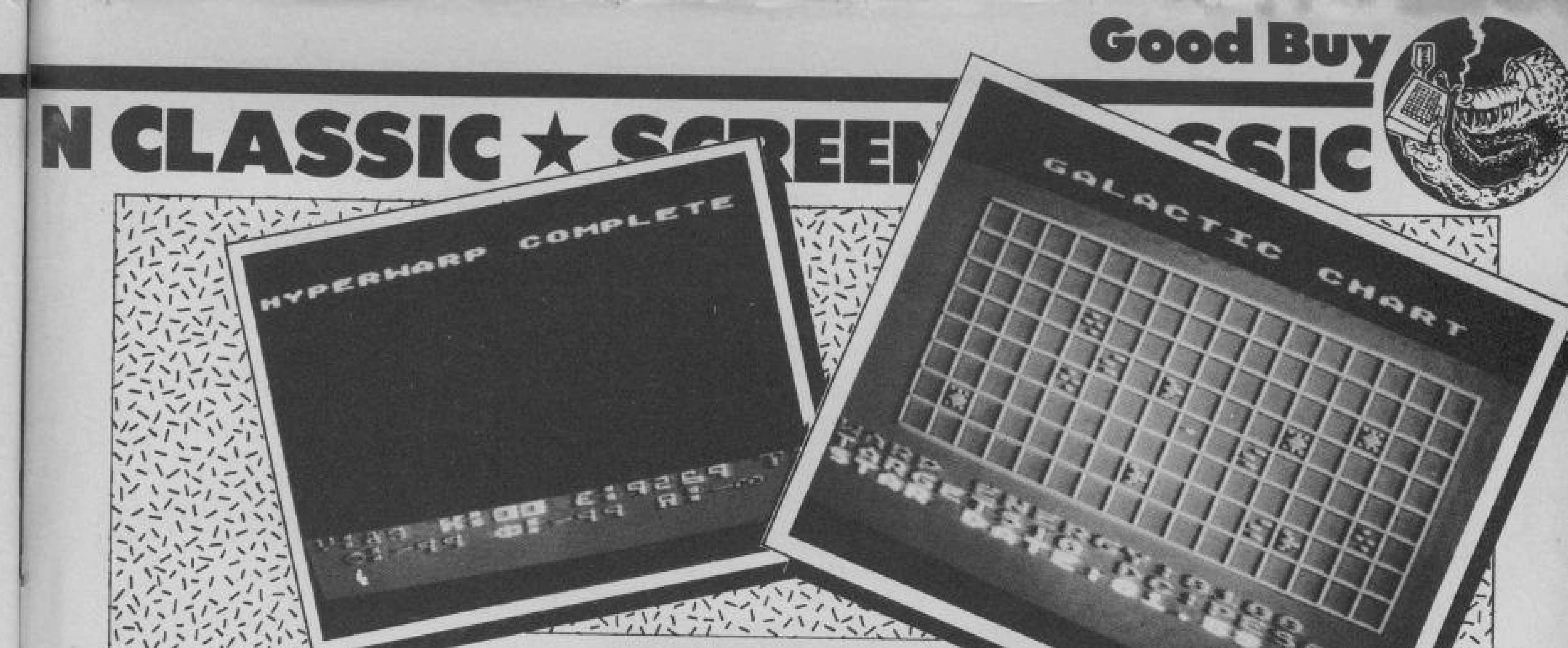
TITLE	PRICE	SUPPLIER	COMMENT
Backgammon	7.95	Camsoft	Wins often enough to convince you it cheats
Colossal Adventure	9.90	Level 9	One of the many excellent Level 9 adventures
Gobble De Spook	9.90	Camsoft	Good version of *Pac-Man*
Power Blaster	9.99	Romik	Simple graphics but sizzling action in this maze shoot-out
Treasure Island	7.95	Camsoft	Simple but quirky adventure with nice graphics

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of complex text adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of *Centipede*
The Hobbit	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
The Ultra	6.95	PSS	Classic multi-stage space game
Xenon	8.50	IJK	Gripping space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Interesting game with the flavour of the Spectrum classic *Manic Miner*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Cuthbert in the Jungle	8.00	Microdeal	Fight your way through the perilous jungle while collecting treasure
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Empire	6.95	Shards	Computer version of the board game *Risk*
Franklin's Tomb	7.50	Salamander	An eventful text adventure
Frogger	8.00	Microdeal	Nice version of that familiar arcade game
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map
The King	8.00	Microdeal	Good version of *Donkey Kong*
Touchstone	8.00	Microdeal	Exciting game in large underground scrolling maze
Ugh!	6.95	Softek	Enjoy stealing the pterodactyl's eggs
Wizard War	6.50	Salamander	Two player game of battling wizards



STAR RAIDERS

Ace programmer Jeff Minter is mega-zapped by Atari's deep-space 3D game

Alone in deep space. All is quiet. Looking out the viewpoint, the stars drift by as you cruise serenely in the hard vacuum of interstellar space. Reaching out to your control panel you display Galactic Map. Expertly scanning the gridded screen, you spot trouble near one of your Base Stars.

Swiftly you feed the co-ordinates into your warp computer and kick in the drive. The stars rush by, lengthening to streaks as the warp engine hurls your ship towards the FTL jump, then – hyperspace – you're through and the Battle Computer is giving 'red alert'. You engage shields and cut in the targeting computer, then, watching your radar, race to engage the enemy in an interstellar dogfight...

So begins *Star Raiders*, perhaps the most exhilarating video game yet devised. Running on the Atari machines, the game is best described as a sort of real-time Star Trek. All the features are there; Galactic map, long- and short-range scanners, basestars etc. The difference lies in the fact that *Star Raiders* is presented in an arcade-type game format. The result is a game which combines strategy and arcade games into one game beside which *Defender*, *Pacman* and *Donkey Kong* pale into mere insignificance.

In the early days of the Atari 400/800, many Ataris were bought just so this game could be played. The impressive 3-D 'out of the cockpit window' display attracted the attention in the shop, and once the prospective buyer had actually experienced the fiery battle with the Zylons, it was too late: *Star Raiders* addiction had set in.

Many have tried to imitate *Star Raiders*, and all have failed to produce the superb 'feel' of the Atari game. This makes it strange that Atari themselves, whilst converting their arcade titles onto the popular micros, have chosen to ignore their best game. I'd love to see it running on a '64!

When you're next writing a game and complain that you haven't enough memory, remember that *Star Raiders* was written in 8k **including** all graphics and sound data. Considering the depth and complexity of the game that is an incredible piece of programming.

Any unfortunate Atari owners who don't already have *Star Raiders* should put down this magazine **now,** rush out and buy it IMMEDIATELY. Owners of other machines should harass Atarisoft mercilessly until a conversion is forthcoming. And Atari should advertise the fact that they have the finest home computer game in existence.

P.S. I know this is very enthusiastic, but I actually know a bit about games and whereas you might not want to play *Raiders* for more than 2 minutes, I am aware of the true nature of what makes a game addictive. Everyone should go through *Star Raiders* addiction as a required part of their training. Only after passing through this experience can you comprehend the nature of the video game universe. Regards,

Jeff Minter

Final Conflict – How to vote

Enter one vote for each country that your super-power controls. Different superpowers control different numbers of countries, so some of you will not need to fill in all the lines in the form.

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls, entering them in the lines provided.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters A,L,R, or S followed by the first letter of the country to be attacked, supplied etc. So to vote Attack Dweria you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

Final Conflict Voting Form

Name ....

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Membership code ....

Country	Vote
1.	
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Post this form to Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **July 29th** to allow us time to process them.

FINAL CONFLICT ENTRY FORM

How to enter

You simply complete this form and send it to us. You MUST enclose a stamped, addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name ....

Address ....

....

OK – I'll dare the Challenge Chamber

Name ....

Address ....

Telephone no. (if possible) ....

Game .... **Machine** ....

My record score is: .... **scored on (date)** ....

in a game lasting ...... **mins** ...... **secs.**

Signed ....

Here are my tips for playing this game well.

....

(This portion to be filled in by witness)

Name ....

Address ....

Telephone no. (if possible) ....

Occupation ....

I confirm that the above claimed score is genuine.

Signed ....

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.

VALHALLA COMPETITION ENTRY FORM

(Please use block capitals)

Name ....

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SEND TO: Valhalla Competition, *Personal Computer Games,* Evelyn House, 62 Oxford Street, LONDON, W1A 2HG

My screen-shot caption is (max 30 words): ....

....

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....

My computer is (circle one only) Spectrum 48K/Commodore 64.

This part has nothing to do with the competition, but your answers will help us to plan future issues of PCG. Listed below are some of the contents of this (August) issue. Please rate each section on a scale between 0 and 10 according to how much you liked it (10 for brilliant, 0 for awful).

Noticeboard ____
Buzz ____
Byte Back ____
War Games Feature ____
Challenge Chamber ____
Adventureworld ____
Good Buy ____
Screen Classic ____
Screen Test ____
Program Library ____

Do you type in the program listings in PCG? Yes/No (circle as appropriate)

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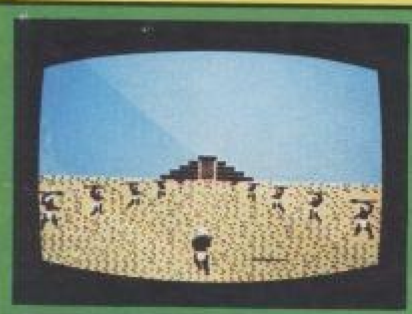
DON'T JUST SIT THERE - PLAY SOMETHING!

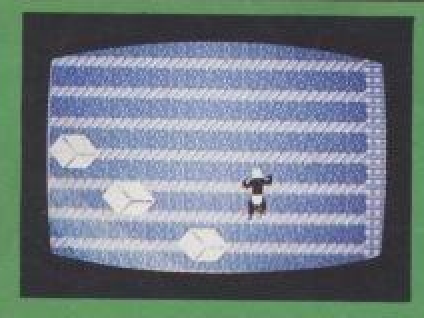
FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say FOUR dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



SS018







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SS019

SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



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